```
            *---== ST REPORT INTERNATIONAL ONLINE MAGAZINE =----*
               """""""""""""""""""""""""""""""""""""""""""
               "The Original 16/32bit Online Magazine"
                              from
                         STR Publishing
                        """"""""""""""
```

> 04/03/92: STReport #8.14 "The Original 16/32 bit Online Magazine!"

      - The Editor's Desk   - CPU REPORT   - ATARI CANADA CO.
      - Intel sues Cyrix   - BBS EXPRESS REVIEW   - GAME REVIEWS
      - HYPERLINK 2   - SILHOUETTE 1.36   - ALADDIN NEWS
      - CALAMUS SL HELP   - PORTFOLIO NEWS   - STR Confidential

               -* EXCLUSIVE IN-DEPTH TEC/TOS 2.06 REVIEW *-
                        -* ACE'92 SET TO GO! *-
                        -* LEXICORE RIPPED OFF! *-

==
               ST REPORT INTERNATIONAL ONLINE MAGAZINE
          The _Number One_ & Original 16/32 bit Online Magazine
                        -* FEATURING WEEKLY *-
                   "UP-TO-DATE News and Information"
       Current Events, Original Articles, Tips, Rumors, and Information
              Hardware - Software - Corporate - R & D - Imports
==
STReport's support BBS, NODE 350, invites BBS systems, worldwide, to
participate in the Fido/F-Net Mail Network. Or, call Node 350 direct at
904-786-4176, and enjoy the excitement of exchanging information relative
to the Atari ST computer arena through an excellent International ST Mail
Network.   All registered F-NET - Crossnet SysOps are welcome to join the
STReport Crossnet Conference. The Crossnet Conference Code is #34813, and

the "Lead Node" is # 350. All systems are welcome and invited to actively
participate. Support Atari Computers; Join Today!
==
        GENIE ~ CIS ~ DELPHI ~ BIX ~ FIDO ~ FNET ~ TNET ~ INTERNET
                    EURONET ~ CIX ~ CLEVELAND FREE-NET
==

        COMPUSERVE WILL PRESENT $15.00 WORTH OF COMPLIMENTARY ONLINE TIME

                              to the Readers of;

                ST REPORT INTERNATIONAL ONLINE MAGAZINE
                ""
                "The Original 16/32bit Online Magazine"

                         NEW USERS; SIGN UP TODAY!

                CALL: 1-800-848-8199 .. Ask for operator 198

                   You will receive your complimentary time
                                     and
                        be online in no time at all!

                   WHAT'S NEW IN THE ATARI FORUMS (April 3)

                       NEW IN ATARI VENDORS FORUM

    OXXI SOFTWARE announces that registered Atari users of Superbase
Personal/2 and Professional/3 can update to the latest version of the
program. Please read message # 25350 for details.

    CODEHEAD TECHNOLOGIES announces the release of Warp 9, formerly known
as Quick ST.   This product has been revamped for usability, speed,
compatibilty, and features.   See WARP_9.TXT in Library 16, CODEHEAD
SOFTWARE for a full description, availability, and ordering information.

    OXXI, INC. has acquired the Atari Product line formerly offered by
Precision Software and has begun development on an upgrade to Superbase
Professional.   Oxxi is interested in your comments on new features for
this upgrade. Please read and respond to message # 25112 in the Atari
Vendors Forum (GO ATARIVEN), or send a message to Pat @ Oxxi at User ID
number 76711,457 in Section 4 ("OXXI/Precision") of ATARIVEN.

                         CONTEST IN APORTFOLIO

    We are now running a NEW CONTEST for Portfolio Programmers.   You can
submit any program you have written, in any language, in either compiled
or source form.   Prizes will include free CompuServe connect time, ROM
cards, and a subscription to "Take it With You." Please read message #
28538 for complete details.

                   THE ATARI PORTFOLIO FORUM ON COMPUSERVE
                          HAS BEEN DESIGNATED AN
                   OFFICIAL SUPPORT SITE BY ATARI CORPORATION

                "GO APORTFOLIO TO ACCESS THE ATARI PORTFOLIO FORUM"

```
 *********************************************************************
```

> CPU STATUS REPORT   LATE BREAKING INDUSTRY-WIDE NEWS
  =================

   Issue #14

   Compiled by: Lloyd E. Pulley, Sr.

 -- Playboy Sues Over Playmate Scans on BBS

Playboy magazine has brought an infringement suit against Event Horizons
and executive James Maxey. The suit alleges that Event Horizons allowed
copyrighted Playboy photos to be scanned into its computer system and
that it provided the images by modem to computer bulletin board systems.

The suit also contends online users could download files to view Playboy
images so clearly they substantially replicated the original magazine
photographs and that Event Horizons also sold floppy disks that contain
files of Playboy photographs.

Playboy general counsel Howard Shapiro said, "Event Horizons never
obtained authorization to copy or publish Playboy's copyrighted works
and never has compensated Playboy for doing so, although it has profited
from bulletin board user fees and disk sales.

"In using the words 'Playboy' and 'Playmate' in image descriptions," he
said, "Event Horizons has indicated its awareness of Playboy's ownership
of the photographs. We are filing this suit because Event Horizons
continued to use Playboy's photographs, after repeatedly being asked to
cease publication of all Playboy-owned works."

 -- IBM Ships OS/2 Version 2.0 on Schedule

Version 2.0 of IBM's OS/2 operating system began shipping this week. IBM
hopes that OS/2 will compete head-to-head with Microsoft's Windows 3.1
and officials say they plan to firmly establish OS/2 2.0 as the PC oper-
ating system of the 1990s.

The first version of OS/2, introduced in 1987, has been a commercial
flop but IBM has high hopes this new program will bring the company
software success. OS/2 2.0 is one of the most complex PC programs ever
written and is being publicized as the first operating system to take
full advantage of a computer's ability to process information 32 bits at
a time.

Sources say the updated system delivers three operating environments --
DOS, Windows and OS/2 -- in a single package. IBM has set a special
introductory price of $49 for Windows users to lure them to the new
program, while DOS users can upgrade for $99.

 -- Dell Offers '386SL Notebook PC

Dell Computer Corp. has announced a new notebook computer, the 25 MHz
Dell System NL25 which starts at $1,999. Dell says the computer, built
around the Intel 386 SL chip, weighs 6.3 pounds and measures 8.3 inches
by 11 inches by 1.8 inches high. It ships next month.

Two megabytes of system memory, expandable to 8MB, come standard with
the system.

-- Cyrix Prepares to Ship '486 Chip Next Month

Cyrix Corp. says it will being shipping its 486SLC microprocessor next
month. The 486SLC is expected to go head-to-head with rival Intel's
'486 microprocessors.

Cyrix Corp. says the 486SLC is smaller, faster and cheaper than rival
products and has the advanced technology of an Intel '486 chip, yet is
one sixth the size.

It will be priced about the same as Intel's lower 386 line, around $119
which is less than half the cost of Intel's '486 486sx chips.

The 486SLC runs at 25MHz and is only slightly slower than an Intel 486sx
chip, but is 2.5 times faster than the Intel 386sx. Also the Cyrix chip
is said to have a low power consumer -- three volts -- making it attrac-
tive for manufacturers hoping to extend battery life of their portable
computers.

Although the 486SLC plugs into the socket for Intel's 386SX micro-
processor, it more closely resembles the internal structure of the 486
chip.

-- Intel Files Suit Against Cyrix

This week, Intel Corp. filed suit against Cyrix Corp. in US District
Court in Dallas, Texas in an attempt to prevent the small, privately
held chipmaker from selling its new microprocessor that Intel claims
infringes four of its patents.

Cyrix denies that the chip, the CX486SL, violates any Intel patents.

Cyrix is the third company, after Advanced Micro Devices Inc. and Chips
and Technologies, to produce a clone of Intel microprocessors. Intel has
filed suit against all three firms.

-- Japan to be Leading Chip Market by 1995

A new study by the Electronic Industries Association of Japan (EIAJ)
concludes that country will be the world's biggest semiconductor market
in 1995, with annual demand of $32.6 billion out-pacing both Europe and
North America.

The three-year EIAJ survey found Japanese demand for semiconductors will
increase as a proportion of world demand to 35.1% by 1995, from 33.5% in

1989. At the same time, North America will see its world market share
fall to 33.1% in 1995, from 33.9% in 1989, the research suggests.

 -- Japan Fails to Meet Commitment

US Trade Representative Carla Hills said this week that the failure by
Japanese companies to meet their commitment to purchase more foreign-
made semiconductors is posing a "serious concern" to the United States.

Hills said that calculations made by the United States and Japan show
that Japan's foreign share of chip purchases was 14.4% in the third
quarter of 1991, which is up from 14.3% in the second quarter.

According to the chip pact, special attention is also paid to the
overall foreign market share. The US industry had expected it to hit 20%
by year-end.

 -- Sun Micro Gets Four Apple Execs

In an effort to make its desktops easier to use, Sun Microsystems has
hired at least four Apple Computer Inc. experts. The most recently
brought in were two former Apple employees who are experts in human-
interface design.

Sun, which sells workstations used mostly by engineers, has been
increasing its efforts in the area of human interface as the PC and
workstation fields converge.

 -- IBM Cuts Prices on Two PS/2 Models

IBM this week announced price cuts of 20-31% on its PS/2 Models 35 SX
and 40 SX.

The Model 35 SX is a small footprint, 386SX-based machine featuring an
AT bus, three expansion slots and two storage bays. The Model 40 SX
comes with an AT bus, five expansion slots and two storage bays.

Both models feature 2MB of memory, expandable to 16MB on the mother-
board, an internal 3.5-inch, 1.44MB floppy drive and 16-bit VGA.

IBM said the price of the Model 35 SX-040 was reduced to $1,310 from
$1,745, the 35 SX- 043 with 40MB hard drive to $1,610 from $2,255, 35
SX-14X with Ethernet adapter to $1,441 from $1,820 and 35 SX-24X with
Token-Ring to $1,905 from $2,425.

****

                 :HOW TO GET YOUR OWN GENIE ACCOUNT:
              _____

To sign up for GEnie service:

      Set your communications software to Half Duplex (or Local Echo)
                    Call: (with modem) 800-638-8369.
              Upon connection type HHH (RETURN after that).
                       Wait for the U#= prompt.

              Type: XTX99587,CPUREPT then, hit RETURN.

GEnie costs only $4.95 a month for unlimited evening and weekend access to
more than 100 services including electronic mail, online encyclopedia,
shopping, news, entertainment, single-player games, and bulletin boards on
leisure and professional subjects.   With many other services, including
the biggest collection of files to download and the best online games, for
only $6 per hour.

MONEY BACK GUARANTEE!   Any time during your first month of membership if
you are not completely satisfied, just ask for your $4.95 back.

           GEnie Announcements (FREE)

 1. The Great White North is here. For anything Canadian, type..CANADA
 2. ORDER Microsoft Windows 3.1 or Windows 3.1 Upgrade at.......EXPRESS
 3. Cast your vote for GEnie's education services...............*SURVEY
 4. No Foolin': New Family RT for Kids, Teens & Adults. Type....FAMILY
 5. Spring's sprung: time to win CA$H in our online tourney.....BACKGAMMON
 6. AMAZING new System 6.0 for the IIgs finally arrives in......A2
 7. Brighten your nights with.................................GENIELAMP
 8. Hot games - big fun - huge value - April special offer......SOFTCLUB
 9. 25% SALE at LASER CRAZE -- SAVE $$$........................LASERCRAZE
10. WIN GENIE TIME. Take our Trivia Quiz in April..............MAINFRAME
11. NEW 3rd Party GeoWorks Programs from Certified Software.....GEOWORKS
12. Take A COURSE Online This SPRING...........................CALC
13. Talk to author of an Indiana Jones novel on.................WRITERS
14. SHAREWARE AUTHORS: Meet Your Peers -- Talk Business........*HOSB
15. THE WORD IN MUSIC - Christian Music has a new home in ......*MUSIC

              Welcome to the Atari ST Roundtable

     +++

         *   * * * * * * * * * * * *   * * * * * * * * * * * * * *
        * *   *   *
       *   *   *   *
      *   *   *   *
      * * * * * * * *   *   * * * * * * * * * * * * *
       *   *   *   *
      *   *   *   *
     *   *   *   *
    *   *   * * * * * * * * * * * *   * * * * * * * * * * * * * *

     This week, the eyes of the Atari world will be on Toronto!

          April 3rd - National Dealers' Meeting in Toronto

          April 4th & 5th - Atari Canadian Exposition, 1992

```
                   Saturday, 10am - 6pm
                 Cocktail gathering - 7pm
                    Gala Banquet - 8pm
           TURN CLOCKS AHEAD 1 HOUR BEFORE GOING TO BED!
                    Sunday, 11am - 6pm


    ACE'92 ACE'92 ACE'92 ACE'92 ACE'92 ACE'92 ACE'92 ACE'92 ACE'92 ACE'92
                   ACE '92 to Highlight "Atari Week"
```

    It hasn't been proclaimed by any Mayor, but this week is definitely
"The Week of Atari", with the focus on Toronto.

    On Friday, April 3rd, Canadian Atari dealers gather in Toronto for a
national meeting.

    On Saturday and Sunday, April 4th & 5th, the best and the brightest in
the world of Atari will come together at the Skyline Hotel in Toronto to
share and show off their latest creations.   New programs, hardware
modifications, seminars, MIDI concerts, graphics demonstrations, program
updates, show sale specials, Gala Banquet, and Atari celebrities all over
the place!

```
          Saturday - 10am to 6pm
          Sunday   - 11am to 6pm (Clocks advance 1 hour on Saturday)
          Admission: $6 (free for 6 and under)
                     $5 for Any Atari club member (with club ID)
```

    If you're not planning a trip to Toronto this coming week-end, you're
missing the Atari Event of the Year!!

    ****

> ATARI CANADA CONF. STR FOCUS ATARI CANADA - GEnie Online Conference
  ============================

                            April 1, 1992

                        <[Sysop] JEFF.W>
On behalf of the Atari ST Roundtable, I welcome all of you to the Atari
Canada RealTime Conference featuring Geoffrey Earle. Before getting
started, some business about how an RTC works. While the RTC room is in
Listen-Only mode, you can only address our guest when I let you talk. To
get my attention, just /RAIse your hand. Just enter this from your
keyboard: /rai

I'll acknowledge your raised hand as soon as I can, but please be patient.
I -WILL- let you know when your turn is coming up.

Some other RTC commands are:

    ?   - Lists all RTC commands.

```
    /sta  -  Status (list) of everyone in
             the RTC room.
    /exi  -  Exit the RTC, but you remain
             logged onto GEnie.
    /bye  -  Log off of GEnie directly from
             the RTC.
    /rai  -  Raise your hand.  Lets me know
             you wish to address our guest.
```

Our guest this evening is Goeffrey Earle, Directing Manager of Atari
Canada. This is Mr. Earle's first visit to GEnie, but I hope it will not
be his last.

Before I turn the floor over to Geoffrey and to your questions, I'd like
to lay down the foundation for this conference. Like most other companies
in the industry, Atari has a policy of not publicly discussing products
and marketing under development until they're ready to issue a general
announcement. Unless I'm mistaken, we're not expecting any such
announcements this evening (although I would welcome any surprises!).
<smile>

While I am as eager as anyone else to hear more about Falcons, Sparrows,
MultiTOS, and whatever will happen with Word Up, these are probably going
to be the subjects of future conferences, not this one.

What I hope we can get out of this RTC is some background on Geoff's
career, some insight into how Atari Canada handles their operation in
Canada, how Atari is perceived by the public in Canada, how Atari is
promoted in Canada, etc.

Also, the TAF Atari Show takes place this weekend in Toronto, so we'll get
to find out more about Atari Canada's participation in the show. This is
a major Atari event. Atari Canada and the show developers and exhibitors
are very excited. As one who won't be able to attend the show, I look
forward to this sneak preview.

Enough of my yapping.

Welcome, Geoffrey! Thank you for joining us this evening. And extend my
thanks to Nathan Potechin for being there with you to help you deal with
this confusing medium. <grin> If you have an opening statement you'd
like to make, please go ahead. Afterward, I have a few questions and then
we'll open the discussion to questions from the floor.

                        <[Geoff] ATARI-CANADA>
Thank you Jeff.

As General Manager of Atari Canada I would like to take this opportunity
to welcome all of the participants to the RTC this evening, to discuss the
upcoming Atari Canadian Exposition.

I would also like to pass along a HUGE thank you to the more than 50 Atari
Developers who are supporting Atari in making this an exciting weekend for
us all.

This evening, please join me in welcoming Mr. Gary Weiner, Vice President
of Marketing and Sales, Atari Corp. who has just flown in from Sunnyvale
this evening to attend this roundtable and be present at the Canadian
Dealer Conference scheduled for this Friday. Gary will be available to
answer a few questions as well, towards the end of this conference

tonight.

Atari (Canada) Corp. looks forward to 1992 with a strong feeling of
enthusiasm for our products and the direction our Corporation has taken as
a whole, worldwide.

<[Geoff] ATARI-CANADA> ga

                         <[Sysop] JEFF.W>
Please tell us about your background, Geoffrey. What did you do before
coming to Atari Canada, how long have you been with Atari Canada, and just
what does the Directing Manager of Atari Canada do? <smile>

                        <[Geoff] ATARI-CANADA>
I graduated as a technician and went on from there to various technical
positions, then switched careers to sales management. From there I went
on to the organization, operation and part ownership of a chain of
Audio/Video and Computer stores.

From there I spent two years in software development from the marketing
side and have spent the last for years, as of this past weekend, with
Atari.

In my position as General Manager, Managing Director :-), of Atari Canada,
I am directly resonsible for all sales, marketing and operations as it
relates to Canada.

                         <[Sysop] JEFF.W>
What kind of presence will Atari have at the TAF Show this weekend? What
will the Atari Canada exhibit consist of? And here's the tricky
question...are showgoers likely to be surprised by any new products or
announcements?

                        <[Geoff] ATARI-CANADA>
Atari Canada will have its large Corporate Booth equiped with all existing
hardware products and will support all the Developers with their hardware
requirements to assist them in presenting their product. We will also be
conducting a Talent Contest in the two areas of Graphics and Midi and
presenting special prizes to the winners. We will also be hosting a Lynx
challenge with all proceeds being donated to Sick Kids Hospital.

We will have Multi-TOS, Unix and the ST Book.

                         <[Sysop] JEFF.W>
MultiTOS! Excellent! Wish I could be there.

Go ahead, Lou.

                          <[Lou] L.ROCHA1>
I would like to commend Atari Canada for their wonderful support of the
userbase. My question to Geoff: Is there a way to network STBook to the
ST/TT line of computers?

                        <[Geoff] ATARI-CANADA>
Lou, other than the transfer of information through ACSI, Serial and
parallel ports, or A & D's Midi network, than are none that I am aware of
at this time.

                          <[Lou] L.ROCHA1>
Will Atari Canada be sponsoring any future initiatives in Education here

in the Great White North? My school would be very interested in hearing about such plans if they exist.

<[Geoff] ATARI-CANADA>
Lou, YES, we will be agressively marketing to education in the later part of 1992 and beyond.

<[Sysop] JEFF.W>
That it, Lou?

<[Lou] L.ROCHA1>
Thank you very much.

<[Bruce&Keith] K.BROOKS1>
Hi Geoff!
1) When do you expect the GE Service to be in place;
2) When will the AJAX 1.44 FDD chip be available?
3) What about TOS 2.07?
4) What about multisync's for the Mega STE's? i.e. the PTC1426 adapted?

<[Geoff] ATARI-CANADA>
1. The final details of the GE Service agreement is still in the works. Most likely, we will start with Lynx and Portfolio and will provide more details as they become available.

2 & 3. Keith, I understand that we have just supplied you with the latest TOS 2.06 and I have no idea of TOS 2.07 availability at this time.

The AJAX chip is another matter. We are working diligently to assist you in this regard. As we get more news we will let you know.

4. I do not have any information on the multisync topic at this time.

<[Bruce&Keith] K.BROOKS1>
No, the TOS was brought in for the UNIX developer, not us. That was 3.06 you sent but we want AJAX and 3.06 for our TT's.

<[Geoff] ATARI-CANADA>
Keith, I'll see you at the Dealer show Friday and talk with you then.

<[Bruce&Keith] K.BROOKS1>
Thanks for you help....looking forward to the show. Need some of your time for BIG things

<[Sysop] JEFF.W>
Keith, you're a dealer in Toronto, aren't you?

<[Bruce&Keith] K.BROOKS1>
New Horizon is in Calgary, Alberta. Temp tomorrow is 22C...what snowshoes!?!!

<[Sysop] JEFF.W>
Are you going to be exhibiting at the TAF Show?

<[Bruce&Keith] K.BROOKS1>
Nope, just drooling!

<[Sysop] JEFF.W>
Well, I envy you. Have a good time!

<[Paul] P.COLLARD>
Hi Geoff...As TAF President and Exhibit Coordinator for ACE, I would like
to Publicly thank you for all the help and support you have given TAF in
putting on this cooperative event.

Is there one Event this weekend that you are most excited about?

<[Geoff] ATARI-CANADA>
I am most excited about your performance at the Talent Show.

<[Sysop] JEFF.W>
Paul, best of luck with the show. I know you've put in a lot of hard work
on it. Anything else, Paul?

<[Paul] P.COLLARD>
Seriously is there one thing you are excited about and thanks again.

<[Geoff] ATARI-CANADA>
I am very excited that Atari will have the opportunity to support TAF once
again in showing to the entire Atari community that we have the best and
most active Atari Users of any SUB. Paul, I like to especially thank you
and the TAF Executive that you have already dedicated to making this show
a success.

<[Sysop] JEFF.W>
Before going on to Terry, I hope you'll forgive me, Gary Weiner, for not
welcoming you earlier. Welcome to GEnie and congratulations on your
appointment.

<[Gary] ATARI-CANADA>
Thanks Jeff. I'm glad to be here.

<[Sysop] JEFF.W>
I have a question that both you and Geoffrey might be able to answer
together...

Atari Canada and other non-USA Atari subsidiaries sell Atari products that
we either don't get at all in the USA or reach the USA at a later date or
in limited distribution. For example, the MS-DOS compatible line of
desktop computers and CD-ROM units never made it to the US market.

Other products, like the Mega STE and TT030 were available in Canada
before anyone could buy them in the US and even now, the TT030 is only
available for non-residential use in the US. This has frustrated Atari
users, dealers, and journalists in the USA. We Americans like to think
that the rest of the world revolves around us <sarcastic grin>, so why
doesn't Atari?

<[Geoff] ATARI-CANADA>
I can't speak for any other SUBs, however, Canada presents a marketing
plan as it relates to our market and the products for that market which
are not necessarily the same as any other SUB i.e.; US.

<[Gary] ATARI-CANADA>
Let me make a comment about Atari's view of the importance of the US
market. You should know that I have been with Atari for two months now
and most of that time has been spent visiting with our Subsidiaries
worldwide, many of their Dealers/Distributors and some hardware and
software developers. Without exception, everybody believes that a
successful re-emergence of Atari in the US market is critical to all their

businesses. Over the remainder of this year and next we will be focusing
heavily on addressing this issue in particular. I hope that adequately
addresses your question.

<[Sysop] JEFF.W>
Thank you, Gary (and Geoffrey). Once again, welcome. Hope to see you on
GEnie some more! Now, on to Terry...

<[Z-Net] T.SCHREIBER1>
I have a 2600 game machine and its"" Really what I wanted to ask is if
there are plans for a merchandising campaign on the lower end products and
what can we expect to see? Also what is Atari's plans on 4th quarter
advertising?

<[Geoff] ATARI-CANADA>
As you have probably seen recently, Atari Canada is reasserting itself in
the consumer market and aggressively campaigning for this market. We will
continue to do so through the balance of the year.

<[Z-Net] T.SCHREIBER1>
Can we expect to see a $149.95 520STFM this Christmas?

<[Geoff] ATARI-CANADA>
How many 520STFM's do you feel you could sell at that price, Terry?

<[Z-Net] T.SCHREIBER1>
:-(
how about advertising more print naything eslse on the agenda?

<[Geoff] ATARI-CANADA>
Our print advertising in your market (B.C.) has been in the form of
specialty, newsprint such as the Georgia Straight and the Computer Paper.
It is our plan to continue with this type of print advertising.

<[Ron] R.GRANT11>
My question is for Gary Weiner..... Gary, I'm interested in your being
online with Atari Canada tonight, and in being at the Toronto show. Is
this a 'research' mission, or do we have stirrings of "Continental
Subsidiaries" again? Hmmm, gee that sounded paranoid...<grin>

<[Gary] ATARI-CANADA>
I am here to support Geoff and the Atari community. As I mentioned
earlier, I've been visiting with all of our Subs worldwide.

<[Ron] R.GRANT11>
Is your position with Atari Corp (International)?

<[Gary] ATARI-CANADA>
I'm working with all of the subsidiary General Managers to enhance our
marketing and sales efforts worldwide.

<[Ron] R.GRANT11>
Thanks for being here tonight, Gary. I look forward to meeting you
Friday!

<[Baaad Dot] D.A.BRUMLEVE>
Hey! I'm really looking forward to the show! We'll be crushed in
between WizWorks! and the 'Heads. I'll be strutting the stuff our new
Multiplay has to offer. And we have a major upgrade for Kidpublisher
which will be offered to folks who bought it at the last TAF show for

FREE! ($5 for anybody else, upgrade-wise)

```
                        <[Sysop] JEFF.W>
[ 'Heads = CodeHead Technologies ]
```

```
                    <[Baaad Dot] D.A.BRUMLEVE>
```
I do manage to have a question... I know Atari Canada participated in the
international edtech conference, ECCO, last year. Will you have a booth
at the show this month too?

```
                    <[Gary] ATARI-CANADA>
```
It is unfortunate that this year we were unable to participate due to
other commitments that we have at that time.

```
                    <[Baaad Dot] D.A.BRUMLEVE>
```
How 'bout next year?

```
                    <[Geoff] ATARI-CANADA>
```
Next year we will absolutely participate. Would you care to join us?

```
                    <[Baaad Dot] D.A.BRUMLEVE>
```
Absolutely! I'll remind you!

```
                    <[Bruce&Keith] K.BROOKS1>
```
We just received a WordUp 3.0 from a CA supplier. The back jacket cover
says "for the Atari ST or TT". Is Atari doing this since Neocept no
longer exists? Re-emergence - GO FOR IT!!! :-)

```
                    <[Geoff] ATARI-CANADA>
```
I am not conversant with the status of the WordUp project. Please ask
Bill Rehbock.

```
                        <C.F.JOHNSON>
```
On behalf of CodeHead Technologies, I'd just like to say that we're really
looking forward to the ACE show. We'll be debuting our new product WARP 9
(formerly Quick ST) there and we'll also have the rest of our catalog for
demonstrating, upgrading, and whatever. We're looking forward to a
terrific Atari-style party!

```
                    <[Geoff] ATARI-CANADA>
```
Looking forward to having you there Charles.

```
                    <[David @ JMG] D.THOMPSON66>
```
I've at least got a question before I give my plug. :-) Geoff... How
many Dealers are expected at Friday's meeting and then staying for the
show?

```
                    <[Geoff] ATARI-CANADA>
```
There will be approximately 60 Dealers from across the country. As far as
I know, they will be present at the show on Saturday.

```
                    <[David @ JMG] D.THOMPSON66>
```
That's sound pretty good. What percentage from outside Ontario?

```
                    <[Geoff] ATARI-CANADA>
```
About 50% David.

```
                    <[David @ JMG] D.THOMPSON66>
```
Thanks for the info. Now for the plug... HyperLINK 2.0 (with new
manual:-) will be released at ACE this weekend!!! Lots of new features,

(lots of sleepless nights this past week...) Looking forward to the show, and see everybody there.

<[Geoff] ATARI-CANADA>
Let me say Congratulations to all of you releasing new or upgraded products for the show. This is great. Thanks on behalf of us Atari people everywhere.

<[Hutch] FAIR-DINKUM>
Gee, David, I have a question first too <g> Geoff, How can we verify if our product arrived that we shipped ahead? Is there someone we could telephone tomorrow?

<[Geoff] ATARI-CANADA>
Please call Cathy Gallately tomorrow at (416) 479-1266 and she will check for you. I know for certain that we received product from Fair Dinkum :-) and Missionware by the way. :-)

<[Hutch] FAIR-DINKUM>
Thanks! I assume that the dealer's conference is over by 4:00 Friday? That's the earliest I could arrive.

<[Geoff] ATARI-CANADA>
The Dealers Conference concludes at 4:30 pm.

<[Hutch] FAIR-DINKUM>
Yeh, OK, no worries. OK, now the promo... Fair Dinkum Technologies is proud to be represented at the ACE show... our first!

We will be debuting a brand new product, THE CRYPTOGRAPHER, as well as show specials on our regulars... CROSSWORD CREATOR II, WORD SEARCH CREATOR, PUZZLE PACK, etc. Look for us there as we'll be looking for you! SHould be a great show!

<[George@JMG] JMGSOFT>
Darn... I don't think I have a real question (grin), but... First, with my dealer hat on, I'd like to say I'm looking forward to the Dealer conference. I'll save all my tough questions for then (and I have a few!)

<[George@JMG] JMGSOFT>
With my developer hat on, I'd like to say I'm really looking forward to the show and the release of Version 2 of our "earth shattering" HyperLINK product. We have quite a set of demos. (Be sure to see it!)

<[Geoff] ATARI-CANADA>
I will be more than pleased to answer your "tough" questions at the Dealer show. :-) Good luck with your release.

<DAVESMALL>
Hello;

first, so I should bring around 50 dealer kits?

<[Geoff] ATARI-CANADA>
Sure.

<DAVESMALL>
Second, is there any way we as developers (or just us) can help? Need someone to get ice for the beer? *grin*

<[Geoff] ATARI-CANADA>
Just by being there and enthusiastically supporting ACE 92 in your usual
fashion Dave. :-) Thanks.

<DAVESMALL>
That's no problem; I found the show wonderful years ago. Final question;
may I ask how it feels on your end to be talking to all these developers?
I'm just curious...

<[Geoff] ATARI-CANADA>
Frightening but pleasurable. :-)

<DAVESMALL>
In just the spirit of friendly curiousity, might I ask why? I feel sort
of intimidated talking to Atari Canada ... you know, with Capital Letters.

grin.

<[Geoff] ATARI-CANADA>
Blame GEnie. They issued the letters. To quote a famous friend of mine
with the initials LT... no comment. :-)

<DAVESMALL>
 grin

Thank you.

<[Sysop] JEFF.W>
Dave...You'll be showing SST at TAF?

<DAVESMALL>
You bet!

<[Sysop] JEFF.W>
Great! It's a real show, folks!

<CHERRY.FONTS>
Hi Geoff, Are there going to be any music/Midi manufacturers displaying
goods at the show? Not too loud this time I hope. <grin> I'm hoping to see
some digital editting workstations (ala Digidesign's stuff or reasonable
fascimile.)

<[Geoff] ATARI-CANADA>
Todd, thanks for asking. Korg, Fostex Canada, Steinberg, Musicware and
Kaysound Imports as well as authorized Atari Music Dealers. For your
information, Kaysound is the Canadian Distributor for Hybrid Arts, Digital
Master. Last word in is that they will be showing their newest version.
Other people have also voiced concerns on holding Midi demonstrations on
the main floor so at this show, we have a special Midi Row located in the
Crush Court just outside the main show floor. Hopefully this solves the
problem of loud demonstrations interfering with developer demonstrations.

<CHERRY.FONTS>
Whew! Sounds like a music party. (Not too loud I hope.) Grin. My plug:
I'll be a part of the Codehead booth giving away free font posters (v2.0
of the posters). The outside corridor should be great. I've been there
before. Thanks.

<[Paul] P.COLLARD>

I would just like to add that those concerned with the music... I have
organized it so it is one hour on and one hour Quiet so that it is not too
disturbing...but PLEASE if you have a problem with it please see me and we
will try and work it out for everyone concerned.ga

                           <[Sysop] JEFF.W>
Thanks, Paul.

                           <[Sysop] JEFF.W>
Geoffrey and Gary...

Thank you for spending this evening with us. I hope you will come back
again. Any closing comments?

                        <[G & G] ATARI-CANADA>
I thank you all for attending the roundtable and for being gentle with me
my first RTC. :-) It was a real pleasure. I look forward to seeing you
all at the premier show in North America ACE 92.

                                   Thank you for your support.

                           <[Sysop] JEFF.W>
Best of luck with the show. Thanks again.

> GEMULATOR! STR InfoFile   See it at TAF in Toronto!
  =======================

                     UPDATE ON THE GEMULATOR...
                     ==========================

From Darek at BRASOFT

Compiled by Lloyd E. Pulley, Sr.
Senior Staff Editor

All the following posts were from Darek @ BRASOFT and were compiled from
Category 19, Topic 15 - from the ST Roundtable on Genie...

Post #63...you will be able to get your hands on Gemulator and try out
your favorite software in Toronto, on April 4th and 5th at the Atari
show.

If you call the 206-885-5893 number, you will get an answering machine.
Please leave your name and phone number. You will be put on the mailing

list to receive information on Gemulator. New newsletters are being printed up

Post #65...Don't worry about speed. I've already test a lot of ST programs on Gemulator and they all run just fine and quite fast. By the Toronto show I should have a list ready that lists all the Gemulator compatible ST software (as was done for PC Ditto long ago).

Post #67...[Concerning which resolutions Gemulator will support]...all 3 resolutions. Eventually I will put in support to emulate larger screen resolutions, kind of like a built in MonSTEr utility. This will let you take advantage of 800x600 and 1024x768 modes of SuperVGA cards. 1024x768 is the same resolution as the ISAC card, so software such as Prism Paint which is written to take advantage of the ISAC will also take advantage of the Super VGA modes.

Post #70...[will Darek take advance orders]...no advance orders. Like I said before, the Toronto show will be the first public demo of Gemulator and depending on people's reactions I will then decide whether to go ahead and market the product or not. (I probably will).

You can get in line by getting on the mailing list. Just send email to BRASOFT and leave your name and mailing address.

Post #73...Well, I thought I'd update everyone on the current list of Gemulator compatible software: GFA Basic, Neodesk 3, First Word Plus, Pagestream 2.1, Publishing Partner, Degas (and Degas Elite), Word Writer, MultiFile, Art ST, Microsoft Write, Word Flair, ST Writer/Magni Writer, Prism Paint, Gemini (desktop replacement), Hotwire, Multidesk, Turbo ST 1.8, Quick ST 2 and 3, GDOS and G+PLUS

Post #76...[concerning game compatibility]...I won't make any guarantees about any disks that use copy protection, which games tend to do. I really haven't tested too many games yet, so I can't give you any sort of compatibility list for games at this time.

Post #78...I had a chance to test out some more software. I"m happy to announce that Calamus runs just fine on Gemulator. I'll try to test the new Calamus at the Toronto show.

As for games, I tried a bunch of Infocom stuff like Zork 3 and A Mind Forever Voyaging and they worked fine. Games like Hero's Quest and Codename: ICEMAN worked for the most part, but I need to fine tune a few things to make them 100% compatible. I'll find some more game players in the area come over and test out their software.

Post #80...[what rom version does the Gemulator work with]...All ROM versions of TOS for the ST (1.0, 1.2, 1.4, 1.6, and 2.0) are supported. You can plug in either 256kb or 1 mb ROM chips (i.e. 6-chip or 2- chip sets).

Post #83...[what about 10-sector formatted floppies]...MS-DOS doesn't like some Atari ST formats like 10 sector disks or TOS 1.0 formatted disks. Because Gemulator is running GEMDOS on top of MS-DOS, it can read the disks. 360K, 400K, 720K, 800K, and 1.44 meg ST formatted disks have all been tested and they all worked fine. Even some copy protected games such as Flight Simulator and Dungeon Master load up fine, which I have to admit surprised me. But that goes to show you how compatible Gemulator really is.

Gemulator also supported the full 4096 color palette of the STE when
emulating low rez and medium rez. I'll be demoing that and all of it's
other features THIS WEEKEND at the Toronto show, so if you can bring
some ST software and drop by.

Gemulator will be on sale at the Glendale show in September and will
probably ship long before that. The first few dozen units which will be
going out the door in a few weeks to beta testers and magazine
reviewers, and after I receive their feedback I'll start shipping the
real things. That could take a month or two or it might take 4 or 5
months, I don't know until I get their feedback.

                        Hope to see everyone in Toronto!

                                - Darek

monthly fee that covers your first 20 hours online via direct dial into
one of DELPHI's two direct-access lines, or via a special Tymnet 20/20
Access code.   It also gets you additional hours at just $1.20 per hour.
And you get free access to several services on DELPHI as part of the
Advantage Perks.

    Other telecom services may have additional charges. Canadian Tymnet
users have an additional telecom charge. Office Time access (7 a.m. to 7
p.m., weekdays) may have an additional charge.   And of course, other
restrictions may apply. But this is still an amazing deal!

    For more information, contact DELPHI at 1-800-544-4005 and ask for
Member Services.

                DELPHI- It's getting better all the time!

   ""

> The Flip Side STR Feature   "..a different viewpoint.."
  =========================

                A LITTLE OF THIS, A LITTLE OF THAT
                ==================================

by Michael Lee

From Bob Brodie (Atari) - Cat. 14, Topic 7, Msg 81 - from the ST Round-
table on Genie...

  The first shipment of ST Books that came into the warehouse were all
  sold to developers. They were one meg machines with forty meg hard
  disks.

  Currently, I expect to see ST Books in late April/early May.

  Personally, I'm waiting for the four meg units. Until they come out, I
  just borrow one for the events that I need to display one at. The
  machines are VERY nice though, and I believe will help open up new
  markets for Atari.

From Mickey Angell in the Aladin-ST Roundtable on Genie...

  I have TOS 2.06 and we (GRASP [users group]) have installed 4 TOS
  2.06s in 4 1040STe. One of the STe's had soldered in ROMS. We had to
  purchase a socket and install it before we put the ROMS in. (By
  installing a socket we are making it for future upgrades). Probably
  99.9% of STe's have socketed ROMS.

Installing the ROMS is a simple pull and plug operation. Two jumpers
have to be moved. This will require a soldering iron and needle nose
pliers to remove the jumpers and move them to their new locations. It
is very easy.

Also getting to the ROMS on an 1040STe is very easy. Remove upper case
of your computer. Remove small shield over rear of the drive.
Disconnect power plug and ribbon cable to your disk drive. Hold drive
and remove 3 screws from bottom of computer that hold drive. Move
drive out of the way. Pull old ROMS. Move jumpers. Put in new ROMS. I
have video taped the process.

When we receive the TEC boards, I will video tape installation in a
520ST and a Mega2. (Guess who received an 8mm camcorder for
Christmas).

Codehead will give discounts to Usergroups who order their minimum
purchase. Also, they are giving discounts to users who send in
alternate desktops such as NEodesk. User has to send in original disk
formatted to get a $20 discount. As other have stated, check out the
TEC board message base.

I love TOS 2.06. ALT-a thru P will open the corresponding drive or
partition. ALT 1 or 2 or 3 will take you to low res, medium, high res.
So many features, lots of icons on the desktop. Take care.

About the MOS Disk Utilities by Doug Johnson (MOS) - from Cat. 2, Topic
47, Msgs 8 & 11 - from the ST Roundtable on Genie...

   The MOS Disk Utilities are a set of programs which allow you to
   maintain and organize your files on both hard disk drives and floppy
   disks.

   Many data recovery tools are included, such as an undelete program, a
   utility to recover lost folders and lost clusters, a utility to repair
   file allocation tables, a utility to repair damaged boot sectors, and
   much more.

   Other tools, not related to recovery, include a very powerful sector
   editor, folder sorter (for sorting any folder, not just AUTO folders),
   file defragmenter (a very fast one at that, not to mention the
   SpeedAccess feature which can make your hard drive seek times up to
   75% faster), bad sector marker (which by the way also will use
   proprietary techniques for recovery of data on bad sectors), a utility
   to view the technical information about any drive, plus a whole lot
   more.

   You may purchase it direct from us at:

   Maximum Output Software
   5510 Spanish Oak
   Houston, TX 77066

   Price of the disk utilities is $59.95. We pay shipping.
   (TX residents add 7.35% sales tax)

About the Hayai programs from Bob Arp (Machine Specific Software) - Cat. 2, Topic 49, Msg. 1 - from the ST Roundtable on Genie...

Hayai is a suite of 6 machine specific programs, 3 for mono-chrome and 3 for color, designed particularly for fixed drive to removable drive backup and defragmentation. In addition, data transfers between two fixed drives and data transfers between two removable cartridges using a single removable drive are supported.

Each program has been designed for optimal data transfer rates according to driver design and logical sector size. Furthermore, Hayai traps hardware defects using a unique copy verification algorithm.

The data transfer rates are directly proportional to the data transfer rates of the drives involved--up to 30 megabytes/minute when data is copied from one Quantum partition to another Quantum partition.

A review of Hayai appeared in the January 1992 issue of Atari Interface Magazine. Another review has been scheduled to appear in ST Informer--perhaps as soon as April 1992.

All programs in the suite are available for $79.95 plus $3.00 s/h from

Machine Specific Software
278-1 San Tomas Aquino Rd
Campbell, Ca 95008

(408)370-9039

All Hayai programs are complete and guaranteed to be error free. No updates are planned. Nada. None.

From 'Dr. Bob' (WizWorks) - Cat. 7, Topic 5, Msg 57 - from the ST Roundtable on Genie...

Just a quick announcement:

We'll be releasing a new modules disk shortly. Actually, it not much like the previous two Modules Disks; this has only one program (ok, 1 major program). We call it 'the GIF disk'.

Import GIF pictures into MVG. Smoothest grey scaling to mono you'll see anywhere. 100% assembly coded (no cheating was done with C, we tried to cheat but just couldn't get the C-sources to compile and run so we did what we know best: 68000 assembly language, the only way to fly! ;-)

Reads the normal GIFs and the Interlaced ones too. Offers control of not only brightness but of contrast too.

Your choice of either 'FLOYD' or Pattern-Dither.

Floyd offers x1 and x2 sizing (x2 is best for work, x1 is better for viewing Dither offers x2,x4 and x8 with loadable patterns too.

Dithering is much faster than Floyd (of course) but still produces a good image for 300 dpi use. (any larger printing like 150dpi or 120

and the patterns detract from the picture)

Available at the Toronto show! April 4/5

Question by Rob Glover - Cat. 4, Topic 15, Msgs 58-59 - from the ST
Roundtable on Genie...

  Does anyone have the schematics to the SM124 they could send me? I'd
  really appreciate it. I can't afford the SM147 or a multisync yet, and
  it will probably be several months before I can. Meanwhile, I really
  need to get this thing working. I have a friend that repairs radio
  station type equipment for a living, and he has all the necessary
  equipment and knowledge to do it, but he needs the schematics. I will
  gladly cover costs of mailing/copying, whatever.

Answer from Dorothy Brumleve (Kidprgs)...

                        Best Electronics
                   2021 The Alameda Suite 290
                   San Jose, California 95126
                        408 243 6950

From Paul Wu (Wuztek) about installing their 1.44 meg drive units - Cat.
4, Topic 17, Msg. 87 - from the ST Roundtable on Genie...

  On a STE or Mega STe, installing the HDrive is as easy as removing the
  old 1772, pop in the HDrive module, solder two wires to the mother-
  board and replace the disk drive.

  If you have an older computer, you'll need a trained technician to
  desolder the old WD1772 controller and replace it with the socket we
  provide and the rest is the same.

  P.S. We strongly recommand a dealer installation. Many things can go
  wrong when you solder and desolder a bunch of static sensitive
  components.

Problem by Roy Irby - From Cat. 4, Topic 38, Msgs 100-102 - from the ST
Roundtable on Genie...

  I am having an intermittent problem with my ST. Perhaps someone can
  help me out. My system is a Mega ST2 w/ 4 megs, TOS 1.04, AdSpeed,
  etc.

  Quite some time ago the pointer would start leaving vertical lines
  behind it on the screen. The lines seem to be the same distance apart
  as when you use the Alt+cursor keys to move the pointer. The lines
  remain until the screen is cleared by an application.

  I have tried booting up with a completed bare system w/o the hard
  drive/modem etc. but the problem still eventually rears it's ugly
  head. Sounds like a hardware thing to me. The system has been 'cooked'
  once by a power surge. Had to replace the shifter and the rs-232 i/o
  chips. In fact, as I type this message, the lines have started

appearing again. I've also checked for viruses. None to be found. Any
ideas??????

Answer from George Richarson (Merlin Group)...

   Is your Blitter turned on? If so, I'll bet that it's the culprit.

Answer from Tom (ICD)...

   Blitter.

A printer problem from Bill Storey - Cat. 4, Topic 38, Msgs 103-104 -
from the ST Roundtable on Genie...

   I have a problem: I trashed my printer driver in my 1040 STe.
   (Probably had something turned on when unplugging. Dumb!) I want to
   replace it, but I don't know which chip it is. I have heard it is a
   YAMAHA sound chip. I have a YAMAHA chip near the printer port. Is that
   the one? #YM2149F? If that is the right one, I can get a replacement.

Answer from Fred Koch...

   That is the chip. The ST is very, very sensitive to stray voltage,
   especially static. I recommend you install a socket for the chip while
   you are replacing it. Sometimes after the first chip is blown you have
   to replace it often. I was doing it about every 2-3 months on one
   machine until I replaced the mother board.

   By the way it will void your chance of getting a cheaper mother board
   if you replace the chip yourself. It was a difference of $200.00 when
   I went to replace mine, but that was before you could buy an STe for
   $400.00.

   There is also a Radio Shack equivalent chip that is cheaper than the
   Yamaha chip, which appears to be only available from Atari. The Radio
   Shack chip may have been discontinued according to my local dealers
   though.

   By very careful when removing the old chip. The traces are easily
   lifted from the mother board if you use too much heat or are careless
   and try pulling the chip off with some solder still attached.

From Joe Meehan - Cat. 5, Topic 10, Msg. 162 - from the ST Roundtable on
Genie...

   Notice New Address:

                    Migraph Inc.
            32700 Pacific Highway South #12
                 Federal Way, WA 98003

From David @ Ditek - Cat. 7, Topic 7, Msg. 54 - from the ST Roundtable
on Genie...

DynaCADD 3.00 is not currently available. After extensive discussions
with everyone involved, the projected release date is 3rd quarter '92.
I have no problem discussing the program and what it will include. As
with all previous versions, the upgrade fee will be a small fraction
of the total cost.

DynaCADD 3.00 is a complete rewrite. Indeed, version 2.0x will
continue on it's own seperate upgrade path as a stand alone product.

We are almost finished the latest revision of the manual. I expect it
to be ready to go the printers within the next week. This manual has
been upgraded to the current version 2.04.xx

Until next week.....

_____

> EXPRESS BBS! STR Review   "Express is very user friendly"
  ========================

                        BBS EXPRESS!
                        ============

by Mark McGowan

    After seeing many reviews for other BBS programs and running BBS
Express! ST, I felt that more people needed to be informed about Express.
Express is owned and supported by C & R Systems located in Waynesboro, PA.

    I think many people haven't seen the latest versions of Express. It
is currently up to version 1.74. Maybe some of you remember the old
Express version 1.30. There have been MANY changes since ICD's last
upgrade to 1.30.

    First, a little about Express. Express is probably best noted for
it's user friendliness. The most novice BBS users are able to get around
on Express with little or no difficulty thanks to the logical commands and
dozens of help menus. Behind the scenes, the SysOp has an enormous amount
of flexibility. Using it's own built-in Script programming language,
there's virtually nothing that can't be accomplished by the SysOp (no need
to wait for someone to write an external program for an option you
need...write it yourself in Script!).

    The Script language makes Express more flexible than any other BBS
program I've seen, yet. Any feature or game you can think of can be
accomplished with Script. Basically, with Script, you can take over the
BBS and make it do exactly what you want and in any order you want. If

you are not very good at programming, you can call the Express support
BBSs and ask for help. There are literally thousands of Script files
already in existence, so maybe what you need has been written already.

     The menus are all configurable for your own personal needs. Write
them in Script, or use the special Menu feature of Express. Also, are
there any prompts built into your BBS program you would like to change?
Over 260 prompts that are built into the program are configurable to
whatever you like.

     With the help of Script and\or other 3rd party programs, your choices
for online games and any other BBS programs surpasses any other BBS
program for the ST. Most programs written for FoReM and ///Turbo will run
under Express. Then, add all the programs written in Script by you and
other Express SysOps...you have the largest selection of external programs
available to any ST SysOp! With all the selections available to the
SysOp, this will individualize an Express BBS. Two different Express BBSs
could look completely different from one another.

     The message bases are truly the best! Ever log onto a BBS and get
lost in the long sequences required to do a simple option? One key
commands put you right where you want to be. While reading the messages,
the user has nearly every option he/she could want at the press of ONE
key! Some of the more useful [less known] options are: back up a
message, jump to the last message, GoSub to a message to remind you what
you last posted, jump to any message you want or thread the messages
through trees to see where the conversation originated from.

     The file sections are much like the message bases. Express supports
batch downloading and uploading. The marking of files for downloading is
the simplest I've seen. While listing the files in a catalog view,
pressing ONE key will mark the file for batch.

     Express has a user buffer that will allow the users to type ahead
while some other operation is occurring. An example of this is: When a
user selects [L]ibrary, he/she doesn't have to wait for the menu to be
completed. The next several keys can be entered immediately and Express
holds all the commands entered. This is especially nice for expert users.

     Express directly supports ASCII, VT52 color/mono and ANSI color/mono.
Only one menu is created in VT52 and Express does all the work from there
for the other translations. There are Script files available to aide you
in using Instant Graphics, if you wish.

     All the built-in features of Express are part of the main program and
it still operates on 512K machines!

     Finally, what most SysOps want...an excellent support of their BBS
program. Online at the support BBS is a Script written Suggestion Box
feature. SysOps use this feature to tell C & R what they would like to
see in future updates. If your idea is popular among the other SysOps and
it's workable, you can bet that feature will be added soon after the
suggestion! Surveys also have been sent out to Express SysOps to choose
what they want to see right away and what can be put off until the first
priorities are completed.

     If you want to see Express in action, call C & R's BBS and support
line @ (717) 765-8623 and see for yourself.

_____

> HyperLINK 2.0 STR InfoFile   Debuts at Toronto's ACE Show this weekend!
  =========================

from GEnie's ST RT

                         ****
                         ** HYPERLINK 2.0 **
                         ****

The long awaited HyperLINK 2.0 begins shipping this weekend at the Toronto
ACE show. The addition of many new features, as well as the re-working of
existing ones makes HyperLINK, the Hypertext solution for your ST/TT
computer.

 NEW IMPROVEMENTS :

  -     TOTALLY REWRITTEN MANUAL
  -     NEW LINKING SCREEN
  -     NEW LINKING OPTIONS
  -     NEW VISUAL SCREEN
  -     NEW BUILDER BASE SCREENS (Customizable!)
  -     NEW EASIER EDITING OF OPTIONS
  -     NEW APPLICATION INFO SCREEN
  -     AUTOMATIC CONVERSION OF OLDER HAPS

 NEW FEATURES :

  *   Decimal Support in Database
  *   Keyboard Shortcuts for Links & Buttons
  *   Improved TextLink capabilities, Error checking
  *   Transverter for adding fields to a database, etc.
  *   Expressions now fully supported on Report Printing
  *   More Versatile Multi Button Handling
  *   Report Builder Enhancements :
            - All features supported for field types, loading/saving
            - Better error checking, easier use
  *   Window Positioning Support
  *   Enhanced Parameter Passing, Expression evaluation, etc.
  *   Redone & enhanced Application Defaults Screen

But wait, these are just the visible improvements that have been made to
HyperLINK... Many internal enhancements as well go towards to making this
an even more powerful product than before!

 INTERNAL CHANGES & FIXES :

  -     Internal Database More Efficient
  -     Compatibility problem with current version of Universal
        Network has been fixed (works around a bug in Univ Network)
  -     Better Network Compatibility (file sharing)
  -     Linking protocol considerably enhanced. It is now backwards
        compatible

-   Internal support for Variable Blocks in HAP files added!

If you haven't look at HyperLINK before, don't you think it's time that
you gave your attention to the most flexible Database and Application
Generator available for the ST? And if you've seen older versions and not
quite understood its purpose... Take a look at the new HyperLINK,
guaranteed to take the complexity out of database creation!

 HyperLINK is Distributed by:

                    JMG Software International,Inc
                       892 Upper James Street
                         Hamilton, Ontario
                         CANADA   L9C 6C2

              Phone : (416) 575-3201   FAX   : (416) 575-0283
              BBS   : (416) 389-9064   GEnie : JMGSOFT

* Note for Registered HyperLINK owners : Some upgrades will be available
at the ACE show this weekend (the manuals have been photocopied for this).
After that, the manual will be going to Linotron which will take a little
extra time, so you should expect to receive the new version by the end of
April.

Notice:

    In JMG Software's announcement of HyperLINK 2.0, the feature they
    refer to as a "Transverter" is in no way related to the program
    "Transverter" which is distributed with the Spectre 128 & GCR.

    --Doug Wheeler, Author and copyright holder of "Transverter"

    _____

> LEXICORE WARNING STR FOCUS   LEXICORE RIPPED OFF!
  ===========================

                    LEXICORE RIPPED OFF!
                    ====================

NOTICE: TO ALL

    Lexicor has determined and confirmed that it's former distributor and
product manufacturer is making and selling PIRATE copies of Lexicor's
software products.

    If you have purchased any Lexicor products from RIO COMPUTERS we
suggest that you make the following tests to see if you may have purchased
a PIRATED program.

1. The first telltale sign is the "SERIAL.NUM" file on the disk.
   Check to see if its different from the serial number written on
   the label of the disk. Another indication is the creation date
   stamp. Check to see if this file carries a creation date stamp
   of 02/03/28. Also, check the date stamp on the NUM file and see
   if it is the same as the one for the .PRG file. If they are more
   then _a minute_ apart then you probably have a PIRATED program.
   Now, RUN the Program, if it is Prism paint or Prism Render then
   the serial number will be found in the "About" dialogue. If
   these two numbers are not the same then once again, you probably
   have a Pirated program.

2. All these numbers can be the same and you still may have a
   PIRATED copy. We have been investigating this situation for some
   time and found a number of identical programs sold to more than
   one person. In some cases the numbers match and in some cases
   they do not.

3. What you should do if you suspect you have a pirate copy.

4. First, call lexicor and tell us why you think you have a Pirate
   Copy.

5. Next - if Instructed to.. send your Pirate goods to LEXICOR.

6. If you have been one of the victims, we suggest that you file a
   complaint with the US Postal Service's fraud division and the US
   POSTAL crime detail. You can get the information for your local
   postal crime unit at your local post office.

7. Lexicor policy on these PIRATED goods: If we can determine that
   the software you have is stolen we will confiscate it for use in
   possible legal action and as evidence. WE will, as a courtesy,
   replace your goods when we receive proof of purchase from RIO
   COMPUTERS or your Local Store. You should however, demand a
   refund from RIO COMPUTERS. Lexicor cannot warrant any of these
   PIRATE goods. If you have purchased any such product and you
   send it to Lexicor and you receive a replacement and a refund
   then you should send that money to Lexicor. If you do, Lexicor
   will reinstate the warranty.

     I know that this all seems like a lot of trouble, and it is. But
neither you nor Lexicor created this problem. There is no excuse what so
ever for copyright infringement. This does not happen accidently and is
virtually impossible for anyone to accidently make illegal copies during
manufacture.

     Lexicor has ceased all business activities with RIO COMPUTERS and
urges all Lexicor owners to buy from an authorized ATARI dealer or direct
from Lexicor.

We apologize for the inconveniences to any Lexicor customers and hope to
have some new and exciting software for you soon.

                        Lee Seiler LEXICOR Software
                              April 2, 1992

_____

                    THE ATARI PORTFOLIO FORUM
                    =========================

On CompuServe

by Judith Hamner 72257,271

                         EXTRA! EXTRA!
                         """"""""""""""

    The forum staff announces a new programming contest. Any program in
any language is eligible. Programs must be submitted by midnight April 30
lib 1. See message #28538 for details. Don't forget to include your name
in the file description so I can give you credit.

    BJ Gleason has compiled an alphabetical listing of the files in the
forum library. FILES.ZIP is in Pkzip format. FILES.TXT is in ASCII
format.

    TAHOE5.ZIP is a five card poker game. It will also run on other DOS
machines. SCRCRD.ZIP is a Pbasic program for scoring games.

    CONVER.WKS is a worksheet by Thierry Carmona to convert between metric
and US measurement units.

    Ted Baynes has a checkbook reconciliation worksheet for the Portfolio.
RECON.ARC contains the worksheet and documentation. If you would rather
avoid de-arcing look for REACC.WKS and REACC.DOC.

    BJ Gleason has uploaded ETA.BAS. This is a Pbasic program for a trip
estimator which was described in Take It With You.

    TMW.ZIP is utility which supplements the Portfolio's diary. It
provides quick access to the current appointments.

    Programmers will appreciate a new upload by BJ Gleason. PFTPU6.ZIP is
an update of the Portfolio unit for Turbo Pascal 6. It allows programs to
access some of the special built-in functions of the Portfolio.

    PCT.ZIP is a program that displays the Portfolio's ASCII character
table along with the decimal, hex and octal equivalents.

    BICON.ZIP contains a graphics program for the bouncing icon demo.
Another graphics animation is in LATE.COM. This one was uploaded by Don
Thomas for David Letterman fans.

    APBTIP.TXT is a reprint of the hints and tips published in the Atari
Peripherals Bulletin. It also contains the directions to order a copy of
APB. PORTFA.COM is a corrected version of the frequently asked questions
file in Pbread format uploaded by Tony Davids.

_____

                 GADGETS BY SMALL QUESTIONS AND ANSWERS
                 ======================================

Compiled by Michael Lee

All the following posts are from the Gadgets by Small Roundtable on
Genie.

From Category 7, Topic 49, Messages 98-103...
Questions from Barry Broskowitz...

   I have two questions for anyone who can help:

   1. Is it possible to get 1.44 meg drives to work with Spectre on my
   Mega 4?

   2. I have a pair of drives (generic, Teac I believe) that work fine
   with Spectre with one idiosyncrasy - they don't sense a disk inserion
   if the disk is _not_ write protected. I seem to recall a simple fix
   for this. Something like jumpering 2 pins together on the 34 pin drive
   connector. Anyone have any details?

Question from M.KOHL1...

   Hep me! Hep me! Since I got a Mega 4 STe, I'm not able to read Mac
   disks! I've heard through the grapevine that there's some sort of
   "fix" for this problem. Please enlighten me oh groovulous one. One
   other oddity: since my upgrade to 3. 0, it takes a full minute to run
   Spectre!?!

Answer from STACE (Sysop)...

   Barry...1.4 meg drives will not work with Spectre (as high density
   drives that is). I know Dave has discussed the possibility of adding
   1.4 meg drive support to Spectre. If and when that will happen is not
   known at this time.

   Sorry, can't help with the Teac write-protect sensor. Someone else??

Answer from STACE (Sysop)...

   M.Kohl...I suspect that your STE has a high density drive mechanism in
   it. Some high density drive mechanisms appear to be having
   compatibility problems with Spectre GCR.

Answers from Dave Small...

Back when we hacked together 3.0, 1.44 drives were far away. There is
-some- code in there, temporarily turned off. It is not THAT bad, just
adjustments to sectors/track and stuff. It is MFM, thank heavens. Also
it must self adjust to 68030 speed.

Something like a menu option is necessary, but I need to learn more
first about HD drives. I'll ask Dave Troy; the man is a wizard of
knowledge about them! See his Current Notes articles.

There is much being done *right now* to upgrade Spectre. It has not
dropped in a hole; it just task-suspended during the SST crunch. We
already had the MegaTalk crunch, only minor things to go on it. So
much to do, so few hackers to do them with.

It's on the list, seriously, and it is a priority item.

Question by Al Beverstein - Cat. 7, Topic 60, Msgs 147-148....

  My friend had a 2Meg Mega STE. It would not read,format, or write to a
  Spectre disk. It worked fine in Atari mode. It was running at 16 Mhz
  with the Cache off. WE even tried at 8 Mhz with the same results. The
  only way we could get it to work was to access an Atari formatted disk
  before we booted Spectre from the Hard Drive. It then worked 100%. It
  will lock up when the mouse is moved during floppy access. The floppy
  drive was an Epson ??380 I think. I wonder if it is a High density
  drive and Spectre is confused somehow?

Answer from Jim Allen (Fast Tech)...

  Apparently when NO DISK is inserted in a MegaSTE equipped with a 1.44M
  floppy mechanism, the floppy control circuit "thinks" there is an HD
  disk inserted...a hole in the disk _or_ no disk look the same. Try
  putting a normal DD disk in the drive till you hit "return" on your
  way to Macland, then pop it. In fact, try just pushing the disk in,
  but not al. the way, to break the light beam on the HD detect
  mechanism.

  It doesn't seem to be 100% predictable either. Be nice if Atari would
  inform developers how the MSTE flopppy stuff functioned, so it could
  be dealt with.

Question by Patrick Carmack - Cat. 6, Topic 11, Msgs 113-114...

  How's System 7 coming along? I really don't like it too much, but I'd
  love to tell my Mac friends that I can run Sys 7 faster than they can!
  More power to ya...

Answer from Dave Small...

  I've been working my tail off on it. Inch high printouts. Cups on cups
  of coffee and Diet Pepsi. Night hours (somewhere after midnight here).

  WOW are they doing weird stuff in there!

  Ever heard of a Mac running in USER mode? !!!!!!!!!!!!!!!!!!!

Anyway, it's "coming along". I keep fixing things, rebooting, and hoping it will get to the desktop. It's still on Welcome to Mac, but it stays there *forever* on a real Mac Plus (which I have) while booting.

Personally, I kinda feel there is something inherently wrong when a slow SCSI drive has time for the light to go out during booting. Doesn't do that on an ST!

There are now "updates" to System 7 I have been trying to make sense of. Woooo ... bigtime fun.

We are DEFINITELY past the "Out of Memory" crash you used to see. It's just a matter of they've rewritten huge chunks of the ROMS and patched the ROMs out; I have to teach Spectre to get along with the new RAM code.

I'll let you know when it comes up, believe me. You'll hear me.

p.s. SST development necessarily put Sys 7 on the backburner, but now I've got the ST plugged into the Zax, the ST's CRT, the ZAX's CRT, and the ST's debug CRT all glowing at me. Wow, X-ray heaven.

Questions from Jim Hand - Cat. 8, Topic 2, Msgs 175 & 178...

I know that you are currently busy w/ many things, but I was wondering what the status of the MegaTalk board was? I understand that you were having problems w/ some PALS, but you did mention that you had this covered, so I was wondering what was up.

Answer from Dave Small...

I'm re-testing some MegaTalk software that I'm a teensy concerned about to make sure it can ship. The boards are ready; the PAL's have been swapped. I need to polish up some documentation (Sandy definitely wants some interludes in there, I don't want to write 'em -- GRIN!) But manuals take little time.

So, basically, it's looking good.

We planned on having it OUT long ago ... except the PAL thing and the CMOS SCSI chip thing and this thing and that thing made its timeframe interfere with the SST, and the SST had to get priority.

Now that SST is shipping, back to work.

Question from Vern Hutz - Cat. 9, Topic 2, Msgs 163-164...

I ordered SST through my dealer....in turn through his distributor. (SE Pennsylvania) As of yet no show. Would you suggest I just hold on to my 'glu chips' or IF I Can cancel how soon would I Be in the "Chain of Request" ? I am anxious and besides look like a fool shooting off my mouth about my faster-than-yours Atari!

Answer from Sandy Small...

1. As of right now, we are backordered until May-June, depending on
the parts suppliers (I'm not counting on parts until I can see the
whites of their eyes).

2. Distributors will start getting SSTs around the end of March, so
Dealers will get them around the first part of April (more or less).

3. We tested Supercharger last year at CEBIT, and it ran fine then.
However, I do not know what version it was, and I don't remember if we
might have changed something since then.

_____

> Aladdin News STR InfoFile   "All the news that causes fits"
  =========================

                THE ST ALADDIN ROUNDTABLE NEWS
                ==============================

                "All the news that causes fits"

Well, the month of February was pretty mild, only heating up toward the
end with a resurgence of arguing over Arc versus LHarc and some more
"discussion" about the Connect History not being as good as the Billing
History. The Billing History has just been replaced in PC Aladdin with the
Connect History we know and love <g>, so now we will see what's what!

Here are some new files in the library. These are ALL worth a look!

                #183   STSMU21. LZH   J.LUBIN
                 182   DOWNLD12.LZH   F.KOCH
                 181   BILLIN13.LZH   F.KOCH
                 180   4SCRIPT2.LZH   F.KOCH
                 179   SFTSCRPT.LZH   D.MCNAMEE
                 176   SEARCHER.LZH   CHERRY.FONTS

Here's some discussion of cool programs to get more from Aladdin:

F.HENSE [FRANK]   at 23:53 CST

I haven't seen any mention of the program DATENAME.TTP. This was written
by J.Eidsvoog1 and if you run it each day before you log on it will rename
your message file to a dated file name such as ST_IN_01.08, ST_IN_01.15
etc... sure keeps them from getting to 500k.

Another program I use frequently is MSG_ARC.TOS which takes an Aladdin
message file such as ATARISTR.msg and breaks it out into folder called
ATARISTR.AMD with individual topics in files such as 01_12.AMF, 01_17.AMF
which means cat 1 topic 12, and 15 etc.. It will append to the exisiting
file if you keep running it. However it adds to the end not the beginning

so you have the messages in ascending order and the latest will be last.

Then you can use MAXIfile to quickly scan them and with about two
keystrokes change the extension to AMV so they will all collect at the
bottom of the directory and you can easily delete the ones you don't want
to keep.

FRank

JEFF.W [ST RT]   at 11:25 EST

Mike - MSG_ARC.ARC if file #90 here in the ST Roundtable Software Library.

GRMEYER [Gordon Meyer]   at 17:53 MST

I use WAIT_TIME with Aladdin. Wait_Time is a small program that accepts a
command line containing a time in 24 hour format. It simply waits until
the specified time has elapsed, and then exits. You can abort the process,
and the display shows current time, time specified, and time remaining
until it exits by itself.

 How do I use it with Aladdin? I have Wait_Time 'chained' to Aladdin in
my HotWire menu. The time I pass to Wait_Time is 18:05, or 6:05pm That
way Wait_Time 'intercepts' (so to speak) any attempts to run Aladdin, and
subsequently enter GEnie, before non-prime hours have gone into effect.
If I want to go into Aladdin anyway, pressing the space bar bypasses
Wait_Time.

If Griffin ever decides to allow Aladdin scripts to be passed from the
command line, and allows script to exit to TOS, Wait_Time will be of even
more value to Aladdin as it will allow you to run a script, then exit, at
a specified time.

Wait_Time, from DO NOT STAMP Software, is freeware. It's in the ST
libraries.

  Gordon R. Meyer
  DO NOT STAMP Software

J.ZORZIN [Joe]   at 06:27 EST

Over in the Genie Users RT I asked about future Aladdin support for Fax
Mail. Several people replied that it is already present! This may be old
news in this topic but for those unaware of this all you do is use Genie
Mail but on the top line do the following:

TO: Receiver's name / 1-123-456-7890@FAX#

I suggest mentioning this "hidden feature" in the next manual.

STARFALL [Alan]   at 09:53 EST

Yep, GEnie supports FAX mail. Please note that it's billed at GEnie
Professional rates, not GEnie*Basic like regular email. There's a rate

schedule on page 205 (keyword FAX).

```
       /
   /  *  /  Alan
  *      *
----------
```

Hope you found something useful. February's a short month, it gets short
news!

See you in the RT.

_____

> TEC REVIEW STR Review   In Depth Review **   TOS 2.06 FOR ALL
  =====================

                            TOS 2.06 FOR ALL
                            ================

                     CODEHEAD'S TOS EXTENSION CARD MAKES IT EASY
                     """

by Joe Mirando

     Back when Rainbow TOS (1.04) was released, I plunked my money down on
my local dealer's counter for it. It was a respectable upgrade to the
operating system that we've all come to know and love but there was, at
least in my opinion, room for still more improvement.

     Then Atari announced their new machines; the TT and the Mega STe.
These machines contained a new TOS version. This version had many
features and bug fixes. ST and Mega owners began to ask if they would be
able to use this new TOS on their computers. "NO" came the answer, "the
new operating system uses larger chips than the old TOS. There is no way
to fit the new chips into an older ST." Dejected users began to come to
terms with the fact that anything newer than Rainbow TOS would be forever
beyond their reach.

     Well, now there is an interface that allows ST, Mega ST, or Stacy
(soon) users to easily install Atari's newest TOS version (2.06).

     The TOS Extension Card (TEC), manufactured in Germany and distributed
in North America by CodeHead Technologies, fits in any ST/Stacy/Mega and
allows the use of TOS 2.06.

     The TEC board itself measures a mere three inches square and holds the
TOS 2.06 ROM chips as well as a few other necessary pieces of circuitry.
Attached to the TEC board are two ribbon cables. One cable attaches to

the computer's ROM socket. The other cable, depending on which ST version you own, attaches to either the 68000 microprocessor, or to the Mega bus bridge.

A Version For Everyone
""""""""""""""""""""""""
     Although the standard version of the TEC board can be attached to any model ST, Mega ST, or Stacy, there are two versions of the board that make installation in certain circumstances even easier.

     For Mega STs the Bus Bridge version plugs into the (what else) Mega Bus Bridge. For computers that have a socketed CPU (these are usually computers that have accelerators or internal MS-DOS emulators), the CPU bridge model simply attaches between the socket and the 68000 chip.

     If you have a Mega or an St with a socketed CPU the bridge versions are the easiest way to install TOS 2.06. If you do not have either a Mega or an ST with a socketed CPU, the standard version is for you. The standard version TEC board is attached to the CPU via a ribbon cable that must be soldered to the CPU. Because soldering to any silicon chip can cause damage if done incorrectly, this is not recommended for novices.

     Once the installation is complete, the metal RF shield can be replaced (Yes, that's right, unlike other upgrades, the TEC board fits in all model STs without modification to the case or RF shield), the case put back together, and you're ready to rock and roll with the latest, greatest TOS version.

     "OK, mister reviewer person", I hear someone saying, "what will this wonderful new device do for me"?

     Aside from giving the user the great feeling of having the newest version of Atari's operating system, TOS 2.06 does provide many long awaited enhancements and bug fixes. What follows is a short explanation of some of the new features of TOS 2.06. It is very seldom that a reviewer gets the opportunity to actually enjoy the product that he or she is reviewing. TOS 2.06 has been one of those rare moments for me.

     While this is by no means a complete listing of all of TOS 2.06's functions, it does provide an overview of what you can expect. Upon boot-up, you are now greeted with a Fuji symbol in the upper left-hand corner of the screen. At this point, the new operating system performs a test on all available memory. The test may be aborted simply by pressing any key. After the memory test, a bar appears beneath the test results and begins to shrink from right to left. This is a delay indicator. The delay lasts for 90 seconds to give your hard drive, if present, a chance to "get up to speed". This allows you to turn on both the computer and hard drive at the same time. If you try this on an earlier TOS version, the hard drive will not have the time to initialize so the computer will not know that the hard drive exists. The delay can be aborted in the same way as the memory test: by pressing any key.

     Another option is to install Atari's NOROACH program on a floppy disk and use it as a boot disk. NOROACH can be configured for any delay time between zero and ninety seconds. NOROACH, as well as other useful programs are included on the disk that comes with the TEC board.

     The first, and most obvious difference between TOS 2.06 and any other available for the ST is the new desktop. Called NEWDESK, the new desktop

allows you to do several things that older versions do not.

     You can select icons for programs and folders to be displayed on the
desktop. This allows you to run the file, or open the folder, right from
the desktop without having to "dig" through a all of the files on a disk.
These desktop icons can be removed by either accessing the options menu or
by simply dragging them to the trashcan.

     You can move files from one to place to another in one easy step.
With older TOS versions you had to first copy the files to the desired
location, then delete the old file from the original location.

     If you have ever had installed a new accessory or AUTO folder program
on your hard drive only to find that it is conflicting with another
program or accessory, then you will appreciate the ability to bypass auto
programs and accessories. By holding down the control key while booting,
TOS 2.06 does exactly that. This allows you access to your disk so that
you can disable or remove the offending file.

     A search function and file masks are now provided. Using a file mask
allows you to view only files that fit a certain criteria. For example,
.PRG will show only files that end with the PRG extension, M.PRG will
show files that begin with an M and end in PRG.

     You may bring windows from the "bottom" of the desktop to the "top" no
matter how many other windows are present on the desktop (TOS 2.06 allows
7 open windows as opposed to 4 in earlier versions).

     In addition to the familiar sort options, No Sort has been added.
This allows you to view items in the directory as they were added. This
is especially nice when sorting out which AUTO program should be run
before or after others.

     By using the Size to fit option, Icons in a window no longer go past
the right side of the window. All available drives can now be installed
from the options menu. In earlier versions of TOS, you had to install
each drive icon one at a time. Although this option is not often
necessary once the desktop information has been saved, it makes installing
drive icons much easier that with earlier versions.

     Keyboard commands are now available for most menu options. Keyboard
commands are executed by using either the control or alternate key and an
alpha-numeric key. Most of these combinations are configurable by the
user. The function keys can also be used as "hot keys" to run
applications.

     The HELP key now displays a listing of keyboard commands. While this
may not sound like an earth-shaking feature, it makes using the keyboard
commands much more usable.

Documentation & Other Comments
""""""""""""""""""""""""""""""""
     Although compatibility between TOS 2.06 and earlier versions is fairly
high, there are certain types of programs that will not work with 2.06.
Most of these are AUTO programs and Accessories that make certain
assumptions about TOS. I have noticed that some types of ramdisks will
cause the system to crash.   Also, some types of boot sectors have the
same effect. One very bright note is that at least one virus, Signum/BPL,
will cause the computer to crash. While this is annoying, it does keep

the virus from spreading to other disks.

     Certain operations have been optimized in 2.06, making them faster
than before. I noticed one example of this while converting a DEGAS image
from one resolution to another. If you have ever done this, you know that
it is a time-consuming task. Under TOS 2.06 the operation is not
instantaneous, but it is much faster than under any other ST TOS version.

     I have often found that the documentation that comes with a product is
as important as the product itself. Luckily, CodeHead Technologies has
put together an excellent manual that explains in detail not only the
installation of the TEC board, but also the features of TOS 2.06.
CodeHead also has an excellent reputation for customer support. This is
also an important extra.

     While it has been said that TOS 2.06 will eliminate the need for
commercial desktop replacement programs, I find that the two go well
together, and I plan to continue using my desktop alternative program in
conjunction with 2.06.

     Needless to say, I am very impressed with the combination of Atari's
TOS 2.06 and CodeHead's TEC board. Together they represent a vast
improvement in the ST operating system. The combination does everything
it says it will, easily and relatively inexpensively.

TOS EXTENSION CARD INFO:

                         CodeHead Technologies
                            P.O. Box 74090
                         Los Angeles, CA 90004
                         Phone (213) 386-5735

              Standard TEC version $139.00 US
              CPU Bridge TEC version $155.00 US
              Bus Bridge TEC version $155.00 US
              TOS 2.06 Chips only $ 60.00 US

Addendum
by John Eidsvoog of Codehead Technologies:

     So far, we have not been able to install a TEC in a Stacy. I believe
     it's possible but there are a couple of obstacles in our way. I've
     found a place where the board will physically fit, but the ribbon
     cable needs to be longer and the header needs to be rewired to match
     the 32-pin ROM socket (instead of a 28-pin socket).

     _____

> GAMES GALORE! STR Review   ENTERTAINMENT SOFTWARE REVIEWS
  =========================

by The "Shamus"

INTERNATIONAL NINJA RABBITS
""""""""""""""""""""""""""""""
    This game is a cute parody of the classic martial arts game, IK+.
The animation and graphics are decent but come nowhere close the smooth
and attractive graphics of IK+. As a budget game, this may be worth
about $10, but paying more would be a waste of money. The game uses page
flipping instead of scrolling and playability doesn't make you want to
have another go! Kids might like the game, but your best bet is to let
this one go! GRADE: C-

POKER DICE
""""""""""""
    Poker Dice is written in STOS. Don't let this turn you off because
it is the type of game which works well in this programming language. The
idea is not very demanding. Poker Dice is a very simple game and it is
basically like playing poker ... since there are only 6 sides to a dice,
the cards range from tens to aces only. Digitized sound is used very well
in this little game and the effect of the dice coming out of the way is
extremely nice. Everything which could be done to enhance the game of
POKER DICE has been done ... alas, the shortcomings of this program are
all due to the shortcomings of the game itself and not the program.
GRADE: C

ROBOCOP III
""""""""""""""
    I have been watching the ads and reading the reviews waiting on this
game with baited breath. I have not been disappointed. If you are
interested in a very playable solid 3-D vector game, this is the very best
of it's genre to date. The speed of the 3-D is stunning to say the least.
The program rarely slows down even the slightest bit. In other action
games which have attempted to use solid filled vector graphics, just when
the screen is getting filled up with "evil-doers" the program starts to
slow down at a time you can least afford it! This program does not have
that problem. It is frustrating to me that such a fine program would have
use a film license of ROBOCOP just to make people take notice of this
game. Maybe software companies should give the game buying public a
little more credit. There are 5 totally different scenarios to choose
from ... all have different objectives. You also have the choice of
having the "action" version or the "movie" version. The movie version is
more like an adventure with little bits of newscast to tie all the
sections together. This is a masterful example of the vector graphics the
ST can display. Lets see if the upcoming "BIRD OF PREY" or "EPIC" can
knock this game from its perch! It is also worth noting that the crew
"MANIACS OF NOISE" who did the sound for RUBICON, also do the sound for
this. The SOUNDTRACKER music is terrific and makes full use of the STe if
you have one! GRADE: A

KNIGHTS OF THE SKIES
"""""""""""""""""""""
    This is another quality product from MICROPROSE. As this game hints,
it is a biplane dog-fight simulator. The intro to the game is very
inventive. It rolls the credits and a little animated sequence on what
appears to be an old film screen. The credits include all the crackling
and lines down the screen you might expect from an old movie as well.
The graphics are very nicely drawn but perhaps not quite as nicely as
some previous MICROPROSE simulations. There is some interesting mixes
of regular and vector graphics for some very unique effects. Of course,
all the action is the skies can be witnessed from any view in the
cockpit. Overall, this game is very nice but perhaps does not take us
quite over the top like MICROPROSE offerings have in the past. GRADE: B+

SPOT
""""
    This is a game based on the little bottle cap on top of the 7-UP
bottles. It is a fun little tie-in for the company, and no doubt an
extremely good advertisement. This game plays very much like the ball
game only it is set up something like a checkerboard. The object of the
game is to have more of your colours than your opponent when the board is
filled. The computer is an excellent opponent or you can play against up
to 4 players. This is a real bonus in my book ... and if you have an STe,
you can take advantage of the extra joystick ports. Admittedly, the
controller of choice for this game is the mouse because it is easier to
point and click. The game itself is extremely simple to catch onto but
there are many board configurations and options which can keep the
interest level of the game up. I am a big fan of this game and so is
NINTENDO. In case you didn't know, SPOT is also available on the
NINTENDO and the GAMEBOY. If you like a thinking game like OTHELLO or
checkers this is a game for you. Another big plus of this game I almost
forgot to mention are the cute animated sequences of your player moving
from square to square. He does pole vaulting, flips, flops and drops.
Has to be seen. RATING: B

BOFFIN BROS TRIVIA
""""""""""""""""""""
    Don't ask me what it is about trivia, but I enjoy a game now and again
as long as it is not too difficult. For a child, trivia can also be very
educational. Okay, now that I have sold you on trivia, what about BOFFIN
BROS??? The graphics on this game are very whimsical and cartoonish. The
sound-effects are also quite funny, especially when you hear the word
yelled out at you, "WRONG"! I like this game and the difficulty of the
questions is quite good. The questions in first two sets which I tried
out were aimed more at entertainment then subjects like science or
something in that field. One criticism I have is that there is no way to
create your own questions ... so the 1500 or so which are included, may
get used up pretty quick. There are a number of good trivia programs,
and this is another one. GRADE: B-

LAGAF
"""""
    If I was asked to name the company who consistently released the
worst software, I would say TITUS! Games like FIRE AND FORGET and CLASSIC
GAMES and CRAZY CARS I made me want to write them off forever. The ploy
was simple! Make a game with spectacular graphics, paste some
screenshots in magazines and on the back of the box and sell what they

can until word gets around that is it garbage. The graphics in most cases
were very good but the games we almost completely unplayable. The
animation was almost non-existant! In games like FIRE and FORGET which
required a good 3-D effect to work, it was virtually impossible to tell
when a missile was going to smack into you. Ever since the release of
CRAZY CARS II, Titus seems to have turned things around! BLUES BROTHERS
was a very nice platform game and LAGAF is another game which is
extremely well done. It has no great new creative ideas but it is a very
playable and extremely well drawn platform game. This company has
definitely come full circle. If you are interested in a nice platform
game with some extremely colourful graphics, this is a game to pick up!
GRADE: B

KILLERBALL
""""""""""

    Well you can guess what this game is based on just from the title.
Basically, the game is a copy from the highly successful BITMAP BROTHER'S
classic "SPEEDBALL I & II". Of course, those games were based on ideas
from the old movie "ROLLERBALL". The movie is not really much to look at
now, but the idea behind it is still quite good. This game is an
attempt to cash in on the popularity of SPEEDBALL and if people play this
game first, they will not waste their money on buying it. Killerball is
set up in a much different perspective and there is no "killer" for this
ball game in sight. Even as a two player game, it is not very fun because
it fails to be spontaneous enough. GRADE: D

TMNT (ARCADE)
"""""""""""""

    The Teenage Mutant Ninja Turtles are a very popular cartoon which was
transformed into a very popular arcade game. The player takes control of
his favourite characters and takes on the evil on the way the final
conflict. There is nothing at all new to this game. It can be said that
the conversion of this game has been done quite well. This game is far
better than the complete pap which was released by KONAMI just to cash in
on the Turtles a little more. The first Turtles game on the ST was a
total disaster featuring animation which looked like it came from the dark
ages and graphics which looked like they were ported over from a VIC-20!
There is quite a bit more to like about this game, but it is only an
average platform game and there are too many good ones already out there!
 GRADE: B-

    Thanks for all of the positive feedback from the first reviews! More
on the way!

_____

> SILHOUETTE 1.36 STR Review   "...a welcome addition.."
  ==========================

                     SILHOUETTE VERSION 1.36
                  FROM TIM REYES @ MAXWELL C.P.U.

by Doyle C. Helms -- STaff Editor

    Silhouette 1.36 is a welcome addition to the growing Atari 16/32 bit
graphic/DTP editing library. Silhouette is a Raster, Vector Graphics and
Auto-Tracing program.

    Silhouette has had a relative slow start in the Atari community since
it's introduction last year. In all honesty, the earlier versions of
Silhouette was somewhat cumbersome to use and quite finicky about memory
requirements and memory usage. The earlier versions of Silhouette
REQUIRED the use of GDOS or its' equivalent (G+PLUS from CodeHead
Technologies). Version 1.36 no longer requires GDOS if the user is not
going to be using the GEM file format saves. I also found the earlier
versions of Silhouette had some problems that has now been addressed by
Mr. Reyes and now the program seems to headed for stardom in the Atari
computer graphics arena. The computer interface between human and program
are greatly improved and much more intuitive.

The Manual --

    The documentation for Silhouette is in the form of a 3-ring
boxed-binder. The manual is 88 pages in length. The manual describes
each function operation carefully and concisely without bogging down in
frivolous details. The manual contains a table of contents, but no Index.
An appendices is in three parts which cover Quick Key Combinations, Tricks
and tips on editing and Auto-Tracing and finally a terminology reference
for the more novice user. The overall flow of the logic and instructive
text is very good to excellent. Mr. Reyes and Mr. Stewart are to be
commended for the excellent authorship of the Silhouette manual and clear
relative graphic illustrations. The first chapter of the manual contains
a short explanation of the philosophy of Mr. Reyes for the creation of
Silhouette. This is also very concise and to the point, 3 pages in
length. The second chapter deals with the installation of GDOS and
associated ASSIGN.SYS files. The section covering this task is very easy
for even the most novice user to follow and install correctly the infamous
GDOS program.

    The next section of the manual covers the LOADING and SAVING of the
    various file formats allowed by Silhouette.

      OPEN RASTER
    This option allow the user to choose from 5 different types of RASTER
image files. These formats include DEGAS, DEGAS ELITE, MacPAINT, TINY and
of course IMG. The author states that an upcoming version/update will
allow for the importation of TIFF files. TIFF is a very important format
for the future compatibility with other computer graphic/DTP applications
and their raster image type files. IFF format would also be a welcome
addition IMHO.

      OPEN VECTOR
    This option allows the user to load two different vector file types,
GEM (1.1 and 3.0) and the proprietary SGF format. The GEM file format 1.1
is common in the ST/TT world relative to EASYDRAW program from MI-GRAPH.
The GEM 3.0 format is primarily from the IBM compatible DTP programs such
as Ventura. GEM 3.0 format allows the loading of bezier curves contained
within GEM 3.0 files while 1.1 GEM format does not. The SGF (Silhouette
vector Graphics File) allows the importation of vector files saved from
Silhouette that contain "special effects" such as gray scaling. Maybe the
SGF format could evolve into the Atari equivalent of EPS (Encapsulated

PostScript). Here I wish Mr. Reyes would allow the importation of DXF
and EPS as well as GEM and SGF.

    SAVE RASTER
    SAVE RASTER AS...
    These options allow the user to save a raster image file in IMG
format. Here again I wish the program could save raster images in the
same formats as they were loaded in, DEGAS, IMG, TIFF and MacPaint to name
a few. Allowing Silhouette to save the raster images only as IMG is
crippling to a program of the power this one promises. The SAVE RASTER
option when chosen will immediately save the raster window contents to the
same file name and path, thereby overwriting the original file. Many
cases this is a valid command, but it can be dangerous to the uninformed.
The SAVE RASTER AS will prompt a file selector (the "standard" selector or
a custom selector such as LGS or UIS, thank you Mr. Reyes for allowing
the file selector to remain as the user wishes!) and the user will be
allowed to enter a different filename and/or a new file path. Here I wish
there were a key-command equivalent for this commonly called option.

    SAVE VECTOR
    SAVE VECTOR AS...
    These options are similar in use as the SAVE RASTER/SAVE RASTER AS
options. A very important difference in the SAVE VECTOR/SAVE VECTOR AS
commands lie in that the user is allowed a wider range of file save
formats. The four formats allowed at present (1.36) are SGF, GEM, DXF and
EPS. The virtues and shortcomings of GEM and SGF have already been
explained. The DXF format is a universal format used in ALL major CAD
programs regardless of the system. DynaCadd and AutoCadd may ring
familiar to most Atari users. EPS from Adobe Systems is fast becoming, if
not already, the "standard" DTP file format for DTP applications across
the various systems. The author states that a update shortly to be
released will include the ability to save CVG (Calamus Vector Graphics)
files for use in Calamus. This option, SAVE VECTOR will save the file
immediately back to disk under the same name/path AND EXTENSION of which
it was loaded! Very good option! Still, user beware that this command will
overwrite the original file. The SAVE VECTOR AS... option allows the
user to choose which of the four formats he/she wishes to save the vector
window contents as regardless of the import format. The user is also
presented with the option to save the CLIP defined area or the entire work
window contents. Bravo!

    Conclusion and opinions for Silhouette 1.36-- Part 1

    Silhouette 1.36 is a professionally written application with very
strong, impressive points that could propel it to the forefront of the
Atari graphic computing arena. So far, Silhouette doesn't have really
weak points as much as just some missing features that could push it past
it's much more expensive competitors. I feel that the MAXWELL C.P.U. and
the author Tim Reyes will address these missing points in future updates
of Silhouette. Silhouette has export file functions not found in other
programs of this type. The EPS file format save function is a definite
plus for a program of its price and power. I will reserve comparisons
with other programs of the same type like MegaPaint, Arabesque and Avant
Vector. I have only used the demo for Avant Vektor (hint-hint-nudge-nudge
Charles and John ;)) and I am awaiting the review copy of Arabesque from
Gribnif. Hopefully I will be able shortly to give a fair and equal
comparison of these fine high-end graphic editing programs. Next
installment I will cover some of the more exciting options of Silhouette
and the neat tools that Mr. Reyes has concocted for your enjoyment and

use. Until then, G'Day.

_____

                          THE ST RT GENIE
    ****
    Library: 30 - ISD Product Support - USER to USER TIPS Forum Files
    ****

Number: 23491 Name: MACROS1.LZH
Address: L.ROCHA1   Date: 920331
Approximate # of bytes: 3072
Number of Accesses: 5 Library: 30
This file contains a new CALAMUS.CKT macro file and a short text file
and table of key bindings. Several new key bindings have been added to
the default set shipped with SL.

  ****
Number: 23489 Name: 50GRAYS.LZH
Address: S.SAMUELS1   Date: 920331
Approximate # of bytes: 27392
Number of Accesses: 4 Library: 30
This file contains 2 CDK's and a CFT (color table) along with some
excellent information on color differences among different output
devices.

  ****
Number: 23464 Name: DIALOGS.LZH
Address: L.ROCHA1   Date: 920329
Approximate # of bytes: 68992
Number of Accesses: 12 Library: 30
This file contains a README and a CDK document. The CDK contains a
45"x26" poster of the Dialog Boxes in Calamus SL. It comes already
tiled. The README contains printing instructions and suggestions for
using the chart.

  ****

Number: 23389 Name: NEW_LIST.ARC
Address: L.ROCHA1   Date: 920324
Approximate # of bytes: 11904
Number of Accesses: 29 Library: 30
This CDK contains information about starting a new text style list
from scratch. This is useful for trying to load some public domain
and converted fonts. Included is the file START.CSL which is a blank
text style list that can be used to replace your current list.

  ****
Number: 23381 Name: DYN_LINK.ARC

Address: L.ROCHA1   Date: 920323
Approximate # of bytes: 63872
Number of Accesses: 40 Library: 30
This CDK contains information about the dynamic linking feature in
Calamus SL. The pictorial tour of 5 frame types and many frame
functions illustrate the possible ways to use dynamic linking in
Calamus SL.

  ****
Number: 23379 Name: SLCOLUMN.ARC
Address: L.ROCHA1   Date: 920322
Approximate # of bytes: 3200
Number of Accesses: 49 Library: 30
This file contains 3 master page (*.CSS) files that can be applied to
any document to create 1, 2 and 3 column layouts. More information is
found in CAT 16, Topic 7, Message 15 for creating/using Master Pages.

  ****
Number: 23378 Name: UNDRLINE.ARC
Address: L.ROCHA1   Date: 920322
Approximate # of bytes: 65024
Number of Accesses: 48 Library: 30
This CDK contains a tutorial on creating underline text styles as
well as a sample page that can be used to edit the list of text
styles. There are 31 underline text styles in a CSL file that are
ready to apply to any CDK. These styles demonstrate underlining,
strike through, color, and overhang features of Calamus SL.

  ****
Number: 23376 Name: MASTERPG.ARC
Address: L.ROCHA1   Date: 920322
Approximate # of bytes: 50304
Number of Accesses: 45 Library: 30
This CDK contains a tutorial on creating master pages with guidelines
and using master pages in documents. There are also 17 CSS files that
are ready to apply to any CDK. These files provide rows/columns
layouts that automatically adapt to any page dimension or orientation.

  ****
Number: 23350 Name: BASESTYLE.ARC
Address: L.ROCHA1   Date: 920321
Approximate # of bytes: 512
Number of Accesses: 8 Library: 30
This little file can be used as a very basic style list with Calamus
SL. It uses CG Times and CG Triumvirate and is properly set up for
font sizes using only the R0 G0 B0 color. This is a good file to use
for creating text styles because there are no style names, fonts or
other attitributes to cause a conflict as you start creating. You can
also SAVE SYSTEM SETUP so this becomes your default.

  ****
Number: 23316 Name: SL_MKEYS.TXT
Address: A.VALENT   Date: 920319
Approximate # of bytes: 2560
Number of Accesses: 22 Library: 30
This ASCII file explains how to assemble and use the SL_MKEYS
template.

  ****

Number: 23284   Name: SL_TIPS.TXT
Address: L.ROCHA1   Date: 920317
Approximate # of bytes: 4096
Number of Accesses: 50 Library: 30
Description:
This file is a copy of Message 1, CAT 16, TOPic 7. It explains the
USER to USER program and how ISD will award points for discounts on
their products to users who write tips to help others.
The file gives a full explanation of the program, style guides, point
awared structure and upload information.

    ****
Number: 23282   Name: PATTERNS.ARC
Address: L.ROCHA1   Date: 920317
Approximate # of bytes: 512
Number of Accesses: 60 Library: 30
This file contains a color list with 36 fill patterns for use in
Calamus SL. If you require instructions and samples, then download
the file FILLPATT.ARC.

    ****
Number: 23281   Name: FILLPATT.ARC
Address: L.ROCHA1   Date: 920317
Approximate # of bytes: 60416
Number of Accesses: 41 Library: 30
This file contains a CFT color list with all 36 Calamus fill
patterns. There are also 2 CDK's in this ARC. One explains color
lists and has a tutorial for creating them. The second CDK has a
unique way of displaying SL's fill patterns. If you only want the CFT
file then download PATTERNS.ARC.

    ****
Number: 23277   Name: K_100.ARC
Address: L.ROCHA1   Date: 920316
Approximate # of bytes: 1408
Number of Accesses: 46 Library: 30
This file contains K_LONG.CFT, a color list with 100 settings for the
K Color Table. This file has no DOC. Please download K_LONG.ARC if
you require a CDK to explain this file. You may also download
K_SHORT.ARC which has the same information as well as a sample page
to print out.

    ****
Number: 23276   Name: K_LONG.ARC
Address: L.ROCHA1   Date: 920316
Approximate # of bytes: 33792
Number of Accesses: 40 Library: 30
This file contains two files - K_LONG.CFT is a color list with 100
settings ready to use. K_LONG.CDK is the USER to USER file that
explains the CFT. If you have already downloaded K_SHORT.ARC, do NOT
download this file...it contains the same information. There is
another file called K_100.ARC which has the K_LONG.CFT without the
CDK file.

    ****
Number: 23267   Name: K_SHORT.ARC
Address: L.ROCHA1   Date: 920316
Approximate # of bytes: 37248
Number of Accesses: 39 Library: 30
This file contains a Calamus SL color list (K_SHORT.CFT) and a CDK to

explain its use. The color list gives 17 K color settings for use in
lines, raster areas and text effects. This list may also be merged
with other CFT color lists in Calamus SL.

   ****
Number: 23266   Name: K_SHORT.TXT
Address: L.ROCHA1   Date: 920316
Approximate # of bytes: 1664
Number of Accesses: 38 Library: 30
Description:
This file is an ASCII version of the information in K_SHORT.ARC. It
describes the use of K color settings in SL.
The ARC file contains the color table file, a sample page, and
illustrated instructions for loading and saving color lists.

   ****
Number: 23265   Name: PANTONE1.TXT
Address: D.SIMMER1   Date: 920316
Approximate # of bytes: 7296
Number of Accesses: 41 Library: 30
This file contains information about the Pantone Color system and
a color table file which the user can load and apply in Calamus SL.
PANTONE1.ARC contains the same information in CDK form as well
as 2 of 4 color palettes. This TXT is part of a Level 4 project
in the USER to USER TIPS Forum.

   ****
Number: 23264   Name: PANTONE1.ARC
Address: D.SIMMER1   Date: 920316
Approximate # of bytes: 32128
Number of Accesses: 41 Library: 30
This file contains two SL color palettes matching the Pantone Color
System. Two more will be released shortly. This is a Level 4 USER to
USER project but contains no graphics (at this time).

   ****
Number: 23260   Name: DBL_3.ARC
Address: L.ROCHA1   Date: 920316
Approximate # of bytes: 14720
Number of Accesses: 25 Library: 30
This CDK is a level 3 project in the USER to USER TIPS Forum. It will
tell you how to convert a 1.09 CDK with double pages into SL format.
This CDK does not have illustrations. If you want pictures, download
DBL_4.ARC.

   ****
Number: 23259   Name: PG_NO_3.ARC
Address: L.ROCHA1   Date: 920316
Approximate # of bytes: 12032
Number of Accesses: 34 Library: 30
This is a CDK file showing a workaround to do page numbering in SL.
This is a level 3 project in the USER to USER TIPS Forum and contains
no illustrations.

   ****
Number: 23221   Name: TEMPLATE.ARC
Address: L.ROCHA1   Date: 920314
Approximate # of bytes: 29568
Number of Accesses: 46 Library: 30
This archive contains 4 files - TEMPLATE.CDK, README.TXT, TIPS.CSL

and TIPS.CSS.
A 6 page README file in CDK format which will load the two required
fonts (TIMES and TRIUMVIRATE), style sheet and master page. You just
import your text, tag text blocks and insert graphics.

```
 ********************************
```
Number: 23215 Name: SL_MKEYS.LZH
Address: A.VALENT   Date: 920314
Approximate # of bytes: 15616
Number of Accesses: 81 Library: 30
Print out and mount Calamus SL keyboard template showing keyboard
os. Enjoy!

```
 ********************************
```
Number: 23210 Name: RULERS_4.ARC
Address: L.ROCHA1   Date: 920314
Approximate # of bytes: 28544
Number of Accesses: 67 Library: 30
This is a CDK file showing how to adjust margins and indents in the
text rulers in SL. This is a level 4 project in the USER to USER TIPS
Forum and contains illustrations.

```
 ********************************
```
Number: 23209 Name: RULERS_3.ARC
Address: L.ROCHA1   Date: 920314
Approximate # of bytes: 14080
Number of Accesses: 59 Library: 30
This is a CDK file showing how to adjust margins and indents in the
text rulers in SL. This is a level 3 project in the USER to USER TIPS
Forum and contains no illustrations.

```
 ********************************
```
Number: 23208 Name: PG_NO_4.ARC
Address: L.ROCHA1   Date: 920314
Approximate # of bytes: 31488
Number of Accesses: 61 Library: 30
This is a CDK file showing a workaround to do page numbering in SL.
This is a level 4 project in the USER to USER TIPS Forum and contains
illustrations.

```
 ********************************
```
Number: 23207 Name: DBL_4.ARC
Address: L.ROCHA1   Date: 920314
Approximate # of bytes: 30848
Number of Accesses: 54 Library: 30
This is a CDK file showing how to convert 1.09N double page CDK's to
SL format. This is a level 4 project in the USER to USER TIPS Forum
and contains illustrations.

```
 ********************************
```
Number: 23206 Name: SL_MAP.ARC
Address: L.ROCHA1   Date: 920314
Approximate # of bytes: 81152
Number of Accesses: 81 Library: 30
This CDK is a chart of the command groups in SL along with function
listings and chapter manual references. It will be necessary to
use "Tiling" to print this poster size graphic.

```
 ********************************
```
Number: 23172 Name: RULERS_1.TXT

Address: L.ROCHA1   Date: 920313
Approximate # of bytes: 1408
Number of Accesses: 77 Library: 30
This text file can be read online or captured. It explains the basic
methods for adjusting margins and indents in the text rulers of
Calamus SL. This file is a level one project in the USER to USER TIPS
Forum project sponsored by ISD.

   ****
Number: 23171 Name: DBL_PAGE.TXT
Address: L.ROCHA1   Date: 920313
Approximate # of bytes: 1920
Number of Accesses: 56 Library: 30
This text file can be read on-line or captured. It explains a
workaround for converting double-page 1.09N files into SL format.
This is a Level 2 Project in the USER to USER TIPS Forum sponsored by
ISD.

   ****
Number: 23170 Name: PG_NUMBR.TXT
Address: L.ROCHA1   Date: 920313
Approximate # of bytes: 1280
Number of Accesses: 65 Library: 30
This text file can be read on-line or captured. It explains how to
activate automatic page number in Calamus SL. This is a sample file
of a Level 2 project in the USER to USER SL TIPS Forum which is
sponsored by ISD.

   ****
Number: 23067 Name: PSKMACRO.ARC
Address: A.VALENT   Date: 920307
Approximate # of bytes: 2176
Number of Accesses: 89 Library: 30
Description:
Translation of the default PKS Write macros. Lotta shortcuts available.
Find out what they are!

   ****
Number: 23021 Name: GRAYS_SL.ARC
Address: A.VALENT   Date: 920304
Approximate # of bytes: 18176
Number of Accesses: 98 Library: 30
Description:
SL version of a Calamus CDK which prints a 0-100% O-Line generated
raster. Very useful for experimenting with SL's raster generator
settings. I apologize for not remembering who uploaded the old
Calamus version.

   ****
Number: 23016 Name: 32LPCM.CRI
Address: A.VALENT   Date: 920304
Approximate # of bytes: 1024
Number of Accesses: 107 Library: 30
Description:
Change filename to CALAMUS.CRI and place in Calamus SL's MODULE
folder. Gives you a 32 lpcm 5x5 Raster Generator module setting that
looks smooth printed at 300dpi. Can also be placed in the COLOR
module without renaming and be used as an alternate.

   ****

Number: 22995 Name: CHAP5_11.LZH (LH5)LZH
Address: ISD   Date: 920303
Approximate # of bytes: 19840
Number of Accesses: 90 Library: 30
This file contains a Calamus SL document covering the new
Systems Module now available in Calamus SL, for those of you
that received the module before the documentation had been
implemented. All questions are being handled in Category 16 as
usual. This file is specifically for those of you with SL that
did not receive the file.

_____

> STReport's Editorial Page   "Saying it like it is."

 From the Editor's Desk

    TAF's ACE '92 "The Atari Canadian Exposition" is a "go" for this
weekend. According to all indications it should turn out to be a
resounding success. There are a number of new products and serious
upgrades to familiar products being presented this weekend. John Sheehan
and his entire crew have made a superb effort to bring about a first class
event for the benefit of the entire Atari Community.

    Warp_9.. Codehead's revamp of QST, is really a totally new fantastic
rendition that is not in the least quarrelsome as its predecessor was.
Its fast, sure footed and reliable.

    With all the talk about the NEW Atari hardware we shall be seeing by
the year's end or there abouts, the excitement levels among everyone
(including me) is amazing. I find myself feeling like a youngster on the
eve of a big event.

    Calamus SL is now "out and about". Its a serious, high quality, DTP
solution. Would you believe there are those who are griping about this
fine program too?? There are all kinds of solutions to these 'so called'
problems. It usually boils down to; "read the manual carefully" and of
course, "do the tutorial exercises". Calamus SL is the epitome in
software technology written expressly to take full advantage of the Atari
computers.

    Atari is turning the corner... Atari _is_ about to embark on that
journey of positive re-direction. Let's all give 'em a chance to shine.

                            Thanks for the support!
                                  Ralph.....

        """

```
STReport's Staff                        DEDICATED TO SERVING YOU!
----------------

                             Publisher - Editor
                             -----------------
                             Ralph F. Mariano


           PC DIVISION          AMIGA DIVISION          MAC DIVISION
           -----------          --------------          ------------
           Roger D. Stevens     Charles Hill            R. ALBRITTON


     STReport Staff Editors:
     ----------------------
           Lloyd E. Pulley Sr. Dana P. Jacobson      Michael Arthur
           Lucien Oppler       Brad Martin           Judith Hamner
           John Szczepanik     Dan Stidham           Joseph Mirando
                    Steve Spivey       Doyle C. Helms


     Contributing Correspondents:
     ---------------------------
           Michael Lee         Richard Covert        John Deegan
           Brian Converse      Oliver Steinmeier     Tim Holt
           Andrew Learner      Norman Boucher        Harry Steele
           Ben Hamilton        Neil Bradley          Eric Jerue
           Ron Deal            Robert Dean           Ed Westhusing
           James Nolan         Vernon W. Smith       Bruno Puglia


                             IMPORTANT NOTICE
                             ================
         Please, submit letters to the editor, articles, reviews, etc...
                             via E-Mail to:


               Compuserve.................... 70007,4454
               GEnie......................... ST.REPORT
               Delphi........................ RMARIANO
               BIX........................... RMARIANO
               FIDONET....................... 112/35
               FNET.......................... NODE 350
               NEST.......................... 90:19/350.0


     _____



> STReport CONFIDENTIAL     "Rumors Tidbits Predictions Observations Tips"
  ====================



- Long Beach, CA                     SUPERBASE PROFESSIONAL UPDATES
  --------------


     Registered Atari users of Superbase Personal/2 and Professional/3 can
```

update to the latest version of the program for US$ 10 per update. The
latest versions of these products are:

        Superbase Personal 2
        Superbase Professional 3

    The $10 cost includes shipping via mail to all addresses. You can
order an update by mailing your US$ 10 check or money order to:

                            Oxxi Inc
                          P O Box 90309
                     Long Beach, CA 90809-0309

    Orders can also be FAXed to (310) 427-0971. If you wish to pay by
credit card please include the card number, expiration date, and the exact
way your name appears on the card, as well as your signature under the
following statement:

"I authorize the charge of US$ 10 to the above card number. Signed:"

Regards,
Whap!penned... Pat @Oxxi (310) 427-1227

- Madison, WI   NEW GRAPHICS TABLET DRIVERS

    If you purchased a graphics tablet from EI/O or QMI way back when, and
found it no longer worked when you upgraded your computer, you can get it
on its feet again with a better driver from SilkWare. There is a version
for the QMI (Mitsubishi) tablet and another for the EI/O (Summagraphics)
tablet.

    Both are painstakingly TOS-legal, so as to work with all TOS versions,
all processor speeds, all resolutions.

Price including shipping is $29.95 for either driver.

Inquiries: contact M.SLAGELL (GEnie)
Orders to:
                          Mark Slagell
                            SilkWare
                          PO Box 3260
                        Madison, WI 53704

_____

> STR Mail Call   "...a place for the readers to be heard"
  =============

```
                        STReport's MailBag
                        ==================



From CIS

#: 25305 S16/CodeHead Software
    31-Mar-92  13:14:52
Sb: #25254-#This is probably a fr
Fm: gary gray 76505,2440
To: Simon_Jones @ GST 71351,332 (X)


Simon are we soon to see FSM support for the Publisher?


There is 1 Reply.

#: 25335 S16/CodeHead Software
    01-Apr-92  11:17:16
Sb: #25305-This is probably a fr
Fm: Simon_Jones @ GST 71351,332
To: gary gray 76505,2440


I'm afraid that the company line is that FSMGDOS is not a commercially
available product; GST will not support an unreleased product; WHEN Atari
deliver me a set of _released_ FSM master disks then I'll announce that we
have FSM support.

We currently feel that too many things are in flux to stick our necks out
and state that FSM is supported.

(We do have 'working' versions in house but having seen developers' get
their fingers burnt in the past...)

If I was feeling sarcastic I would have replied, please ask Atari if we
are soon to FSM.
                                             Simon @ GST


[Walks off muttering dark things under his breath and cursing the phrase
'six weeks']



From CIS

#: 25313 S16/CodeHead Software
    31-Mar-92  16:59:52
Sb: Warp 9 Benchmarks
Fm: Charles F. Johnson 76004,2232
To: All


  Here are some benchmarks I did with Quick Index yesterday afternoon, on
my Mega ST4 with TOS 2.06 (thanks to the TEC) and a T16 accelerator.

  These benchmarks give an impression of the differences you can expect
to see with Warp 9 installed.  The system used for testing had a fair
amount of TSRs (AUTO programs) and desk accessories installed, such as
HotWire, MaxiFile, and MultiDesk Deluxe.
```

There are four columns of numbers, representing the Quick Index
results:

   1. With Warp 9 as the last program running in the AUTO folder, but
       without the Warp 9 Control Panel accessory. (Which uses an
       extra 18K.)

   2. With Warp 9 running early in the AUTO folder (right after
       PINHEAD.PRG), and the Warp 9 Control Panel installed in
       MultiDesk Deluxe. (This configuration outperforms all others.)

   3. With Turbo ST 1.84 installed in MultiDesk Deluxe. (NOTE: Turbo
       ST is not compatible with TOS 2.06, and will be deinstalled
       after running any program; so these results were taken
       immediately after loading Turbo ST in MultiDesk.)

   4. With Quick STE 3.04 as the last program running in the AUTO
       folder.

   Note that Quick Index does not directly support TOS 2.06 (yet?), so
these numbers are obtained with the "TOS 1.4" button highlighted.

   These numbers are not intended to be taken as gospel. Your mileage may
vary.

                     WARP 9 QUICK INDEX BENCHMARKS
                     """""""""""""""""""""""""""""

                 Warp 9 Last   Warp 9
                 in AUTO Folder   Early in AUTO   Turbo ST 1.84   Quick STE
                 Without Warp 9   Folder, with   Loaded into   v3.04 Last
   Test   Control Panel   Control Panel   MultiDesk   in AUTO
   ----------   --------------   -------------   -------------   ---------
   TOS Text   351%   456%   468%   332%
   TOS String   1907%   2001%   1854%   1889%
   TOS Scroll   133%   137%   134%   131%
   GEM Dialog   394%   417%   404%   397%

- Charles

from the FNET

Msg # 2001 (4 of 10) Date: 03-31-92 (15:18)
To : CAL BRUNER
From: BOB BRODIE
Subj: UNIX

In reply to:

 - TS- Ok, so what about disadvantages? Lost of Hard drive space
 - TS- required? Is it difficult to use??
 -
 - Yeap, as I understand it, it is a pig as far as Hard Drive space goes.
 - Think the rule of thumb is "don't run it unless you have 100 Meg",
 - although I believe it chews up about 40Meg of that.

Our UNIX systems ship with a minimum of a 200 meg drive. I'd say that
qualifies as a hard disk pig, alright. :-)

Of course, the more stuff I keep getting for my TT system, the bigger the
drive I'm gonna need, too. Right now I have a Quantum 105, plus a Megafile
60, and a Megafile 44. I like to think that's because I'm a power user,
but every once in a while, I confess that I don't really need all that
space.

regards,

Bob Brodie

*Origin: Fnet Node 319, Atari Base USA

from the FNET

Msg # 2324 (57 of 100) Date: 03-31-92 (16:22)
To : BILL WHITEMAN
From: BOB BRODIE
Subj: CD-ROM

In reply to:

 - I don't think it should be removed. I have seen it all over the place
 - lately including CompuServe a few weeks ago. I will have to check to
 - see if Ron has it up on this system. Nice question since if it was
 - released perhaps it was done by Ralph like chkdsk3 was! hehehe
 -
 -                                       Bill

Yes, it does need to be removed. It is an incompete arc of the program,
and not the latest de-bugged version.

Sorry for the confusion.

regards,

Bob Brodie

*Origin: Fnet Node 319, Atari Base USA

[Editor Note]
The file being discussed here is Metados, it has been uploaded all over
the USA after being downloaded from Atari Canada's BBS. Then withdrawn
for being "incomplete and broken". The second file mentioned is checkdisk
3. The accusation is Pure rubbish. Nothing like "making the news" with
fabrications.. <sigh>

from the FNET

Msg #28697 (59 of 134) Date: 03-31-92 (07:54)
To : THE WONDERER
From: RON SHARP
Subj: SCORPY

If you had been around when the term was coined, you'd know that "Atari
Apologist" doesn't mean that people should apologize for owning an Atari,
it's a dig at those people who think that the management of Atari Corp can

do no wrong.

The Megas were a year late -- "Delays, but now Atari has improved!"
The laser was a year late -- "Worth waiting for, and Atari is changing!"
The TT took ages to be certified -- "Darn that FCC!"
No US distribution network -- "They're changing that, hey what's your
     problem!?"
Poor software support -- "There's one of everything, what more do you need
     besides, Atari is doing so much better in Europe."
Five years of waffling over the CD ROM -- "Atari did that to protect the
     customer."

And so it goes...

*Origin: Fnet Node 66, The Bre(/\)ery _ Ajax_Canada _

from the FNET

Conf : STReport Online
Msg# : 19477/19547 Lines: Extended Read: 1
Sent : Apr 02, 1992 at 6:51 AM
Recv : Apr 03, 1992
To   : Ralph Mariano
From : Wen Hsieh at Fnet Node 669, Dateline: Atari BBS
Subj : Re: <19436> The Leonard Tramiel Online Conference

In reply to:

 - After reading it, what do you think of the conference?
 - Was the conference what you expected?
 - Would you have liked it to go any other way?
 - Do you have any suggestions for future conferences of the same type?
 - Did you learn anything from the conference? If so, tell us about it.
 -
 -   Ralph....

Was it what I expected? Yes and no. Tell you the truth I expected more
stuff to leak... but it didn't. It turnout to be very uninformative also,
as FSM GDOS was passed right over. Nothing a very informed FNet-er don't
know already.

I would have liked more new stuff discussed. Suggestions... why even hold
a conference if it's going to turn out to be a yes/no type conference.
Like it would have been better if they held off until Atari was more
prepared to release something to the public and discussion it.

STR itself... tell you the truth, I don't mind questioning of the
FSM/GDOS type. It happens to be what is happening. But looking into the
motives of why its not out yet, is looking too much into it. This was not
in STR, but was mentioned here in the conference. Some great articles
too, the one about advertising was great (sorry I forgot the author's
name), keep up the great work.

Question, why is the editorial not in the beginning?
                                          ---Wen

from the FNET

```
Conf : STReport Online
Msg# : 19487/19547  Lines: 18  Read: 1
Sent : Apr 02, 1992  at 5:51 PM
Recv : Apr 03, 1992
To   : Ralph Mariano
From : John Miller at Fnet Node 18, ///Turbo Board Support BBS
Subj : Re: <19436> The Leonard Tramiel Online Conference

 Previously Ralph Mariano wrote:
 - Well now, in STReport 813 are four online conferences.  One of which is
 - the long and anxiously awaited Leonard Tramiel conference.
 -
 - After reading it, what do you think of the conference?
 - Was the conference what you expected?
 - Would you have liked it to go any other way?
 - Do you have any suggestions for future conferences of the same type?
 - Did you learn anything from the conference?  If so, tell us about it.

I think your new Format is Super!

Re: Leonard's conference.  To me, he sounded like Ollie North at a Senate
Investigation.  He didn't really say anything about anything, and didn't
tell anyone anything that we already don't know.  There were many
references to Email replies to some of the questions, I guess he just
didn't want to devulge any information.


          _____



                    STReport's "EDITORIAL CARTOON"
                    """""""""""""""""""""""""""""""

> A "Quotable Quote"           "Yo, Adrian, they'll do it every time!"
  ==================



          "IMITATION... HAS BEEN AND ALWAYS WILL BE...
            ...THE WORLD'S HIGHEST FORM OF FLATTERY!"


                                   ....ZAPZOO ZAGTWIT
                                      (Ziggy's Cousin)



  """"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""



> ABCO SPECIALS! STR InfoFile     * NEW 1992 Prices!  MORE Products! *
  ===========================      ---------------------------------
```

```
                   ** EFFECTIVE IMMEDIATELY! **

            NOTICE:  ABCO will BEAT OR MATCH * ANY *
      Advertised or Invoiced price *  WE WILL NOT BE UNDERSOLD!

                   ABCO COMPUTER CONSULTANTS
          P.O. Box 6672  Jacksonville, Florida 32236-6672
                          Est.  1985
          _____


              Voice: 904-783-3319  10 AM - 4 PM EDT
                BBS: 904-786-4176   12-24-96 HST
                FAX: 904-783-3319  12 PM - 6 AM EDT

          _____


              HARD DISK SYSTEMS TO FIT EVERY BUDGET
          _____


All systems are complete and ready to use, included at NO EXTRA COST
             are clock/calendar and cooling blower(s).

           *-ALL ABCO HARD DISK SYSTEMS ARE FULLY EXPANDABLE-*
                 (you are NOT limited to two drives)
                 (all cables and connectors installed)
                    - Available for all Platforms -

   * ICD HOST ADAPTERS USED EXCLUSIVELY * OMTI HIGH SPEED CONTROLLERS *
     * ICD ADSCSI+ HOST ADAPTERS * FULL SCSI COMMAND SET SUPPORTED *
             * SCSI EMBEDDED CONTROLLER MECHANISMS *
                * MAXTOR - SEAGATE - QUANTUM *

              WE PAY SHIPPING & INSURANCE!!!  >UPS!<
                          (Cont. USA)

      *** NEW!!! ULTRA MODERN COLOR COORDINATED SLEEK CABINET ***
             DELUXE 2 bay Cabinet W/65w Auto PS & Blower
                  *** 90 DAY LIMITED OFFER!! ***
                    - AT NO EXTRA COST! -
```

Model	Description	Autopark	Price
SGN4951	51Mb 3.5"	Y	439.00
SGN6277	65Mb 5.25"	Y	469.00
SGN1096	85Mb 5.25"	Y	549.00
SQN1055	105mb 3.5"	Y	599.95
SQN2055	170Mb 3.5"	Y	689.00
SQN3055	240Mb 3.5"	Y	939.00
SQN4055	426Mb 3.5"	Y	1610.00

```
         Standard "Shoebox Cabinet style is also available
              FULLY ASSEMBLED SCSI DRIVES DEDUCT $60.00
             ADD $35.00 for 4 BAY "SUPER CABINET" w/250+w PS


            EXOTIC TOWER CABINETS AVAILABLE Call for Info!
            PLEASE NOTE: The above is partial listing only!
```

```
                  NOTICE - NOTICE - NOTICE - NOTICE
                  """""""""""""""""""""""""""""""""""
             SPECIAL PURCHASE!  105mb+ LPS Hard Disk Mechanisms
                  Call for SUPER PRICING!! Limited Time Only!!


                 FULLY ASSEMBLED SCSI DRIVES DEDUCT $60.00
                 ADD $35.00 for 4 BAY SUPER CABINET w/250+w PS
                 EXOTIC TOWER CABINETS AVAILABLE Call for Info!
                 PLEASE NOTE: The above is partial listing only!


              FAST TECHNOLOGY ACCELERATOR UPGRADES AVAILABLE & INSTALLED


                               *****
                   >> ABCO proudly offers ATARI PRODUCTS <<
                  Call for ABCO's * HIGHLY COMPETITIVE PRICING! *
                     ATARI COMPUTERS * STILL THE BEST VALUE!
                               *****
                 Original Atari Mouse replacement: $35.00 NEW!


              If you don't see what you want listed here, call us.
               Odds are, we either have it or, can get it for you!
                  * GUARANTEED * AT THE BEST POSSIBLE PRICE! *


                          ** 800-562-4037 **
                          "WE SERVICE WHAT WE SELL"


                    ****** SPECIAL - SPECIAL ******


           * SYQUEST 44MB (#555) >> ABCOFILE "44" << REMOVABLE MEDIA DRIVE *


                - SYQUEST 44 MB DRIVE        - ICD ST ADSCSI PLUS H/A
                - ICD Utility Software       - 3' DMA Cable
                - Fan & Clock                - Multi-Unit Power Supply
                          (1) 44 MB Syquest Cart.
                    ---->> SPECIAL! NOW ONLY __$ 639.00__ <<---
                       **** SCSI UNITS -> ONLY $529.00 ****


                   WE PAY SHIPPING & INSURANCE!  >UPS!<
                                (Cont. USA)
                     COMPLETELY ASSEMBLED AND READY TO RUN!
                      Cart and Utility Software Included!


                        EXTRA CARTS:       $  69.50
                        DRIVE MECH ONLY:  $ 339.95


                      ****** SPECIAL - SPECIAL ******


        * TWIN SYQUEST 44MB REMOVABLE MEDIA DRIVES ... PROGRAMMER'S DELIGHT *
                    SPECIALLY PRICED ** $895.95.00 **
                       Includes: * TWO * cartridges!


         * SYQUEST 44MB REMOVABLE MEDIA DRIVE AND HARD DRIVE COMBINATIONS *
                - Syquest 44 Model [555] and the following hard drives -

              ** 50mb SQG51S   $759.00     105mb SQG105S    $959.00 **
                     Or, YOUR choice of Hard Disk Mechanism!


                    LOWBOY - STANDARD - DUAL BLOWER CABINETS
                      CUSTOM CONFIGURATIONS AVAILABLE
```

```
             ** ANNOUNCING THE NEW! -> ABCO CD-ROM! **
                   :Special Introductory offer:
              ABCO CD-ROM $359.95 (limited time only)


          Listed above are a sampling of the systems available.
       Prices also reflect various cabinet/power supply configurations
      (over sixty configurations are available, flexibility is unlimited)
             * IBM - MSDOS - AMIGA - ATARI - APPLE - MACINTOSH *


      ALL UNITS COMPATIBLE WITH --> SUPERCHARGER - AT/PC SPEED - GCR
             LARGER units are available - (Custom Configurations)


                   *>> NO REPACKS OR REFURBS USED! <<*


        - Custom Walnut WOODEN Cabinets - TOWER - AT - XT Cabinets -


               Atari SLM 804, SLM 804PCV Laser Toner Kits
                          Memorex 2108, 5287
         Oasys Laserpro 5287, 5308, Express 830, Express Series II
                      Silver Express, Gold Express
                     ** $41.95 shipping Included **


                    Atari SLM 605 Laser Toner Kits
         AT&T 593, CAF Laser, DSI Laser, DTP Systems, Epson EPL-6000
          Facit P6060, Fontx Syslaser, Harris3M 2006, M-Tally MT905
        Microtek Turbo PS, OAS Laserpro Executive, Packard Bell 9500
                   TEC LB 1305, Toshiba PageLaser 6
                     ** $41.95 shipping included **
                        (TWO Toner Carts Incl.)


                    Panasonic Laser Toner Kits
            Panasonic KX -P 400 series, Panafax UF-750 Facsimile
                     ** $41.95 shipping included **


                 -- ALL TONER KITS  * IN STOCK * --


                   * Toner Starter Kits-$62.95 *
                  * Replacement (804) Drums-$186.95 *


             ABCO is PROUD to announce the  acquisition of
             the exclusive  U.S.A. distribution rights for
             ** Bitblit Software's; ///Turbo Board BBS. **
             This fine Atari ST  BBS  system  software and
             user support is available through ABCO to all
             Turbo customers in the USA.  Call for current
             pricing.


             >> MANY other ATARI related products STOCKED <<
                   ALL POWER SUPPLIES UL APPROVED


                   -* 12 month FULL Guarantee *-
                     (A FULL YEAR of COVERAGE)


                WE PAY SHIPPING & INSURANCE!  >UPS!<
                          (Cont. USA)
                QUANTITY & USERGROUP DISCOUNTS AVAILABLE!
         _____


                   DEALERS and DISTRIBUTORS WANTED!
```

"""
STReport International Online Magazine
Available through more than 10,000 Private BBS systems WorldWide!
"""
STReport   "YOUR INDEPENDENT NEWS SOURCE"   April 03, 1992
16/32bit Magazine   copyright   1987-92   No.8.14
"""